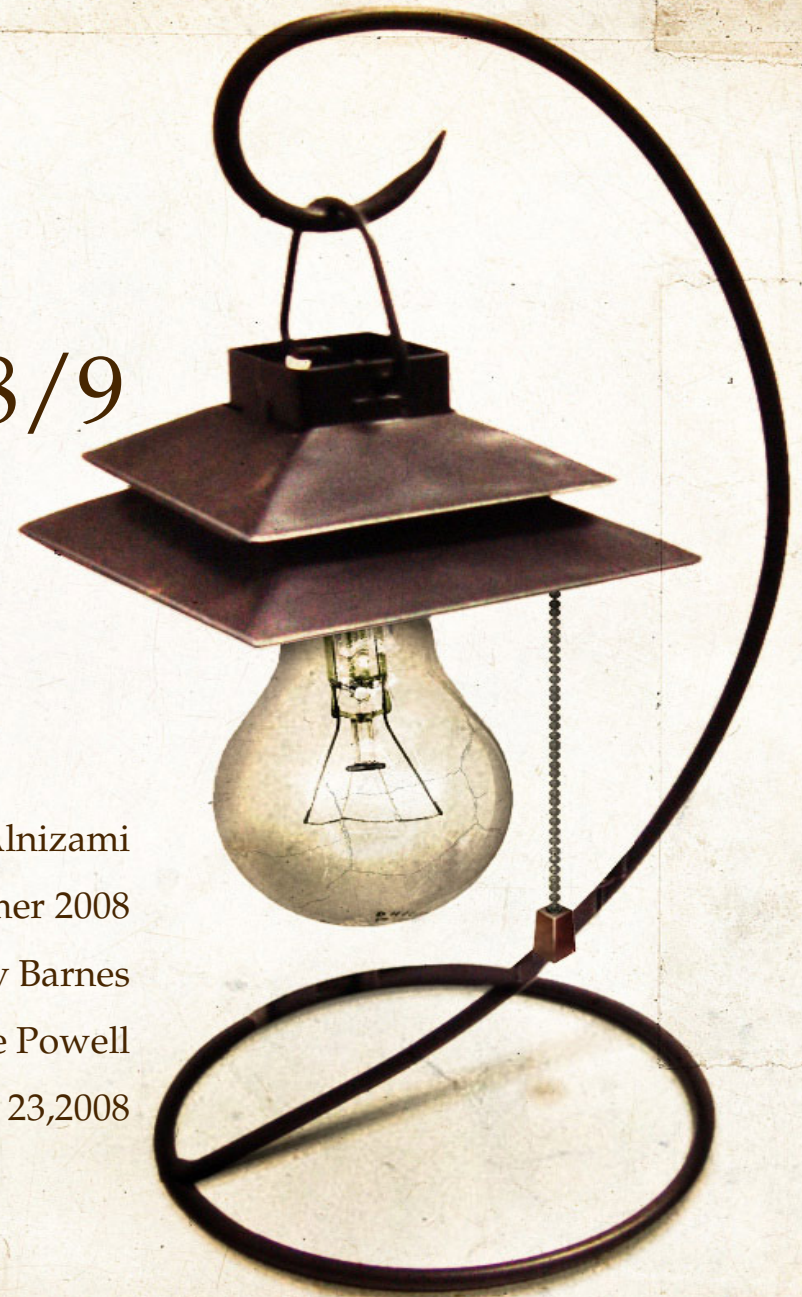# Presentation Week 8/9

Hanan Alnizami

CRA-W DMP Summer 2008

Mentor: Dr. Tiffany Barnes

Graduate Supervisor: Eve Powell

Thursday July 23,2008

Plans for week 8/9:

- Manipulate Interface Design

- Design environment objects in Maya

- Research timeline

- Apply code into design

Lit Review:

Game2Learn: building CS1 Learning Games for Retention

Dr. Tiffany Barnes, Eve Powell, Amanda Chaffin, Alex Godwin

Dr. heather Ricther

University of North Carolina at Charlotte

Motivation:

- Job market demands

- Low Numbers of enrollment

Method:

- Retain students in CS:
    - Useful games
    - Capstone game courses
- Inspire new students and retain them
- Encourage advanced students

Game2Learn Project:

•Summer 2005

•10 week summer research expereince

Method:

•Retain students in CS:

•Useful games

•Capstone game courses

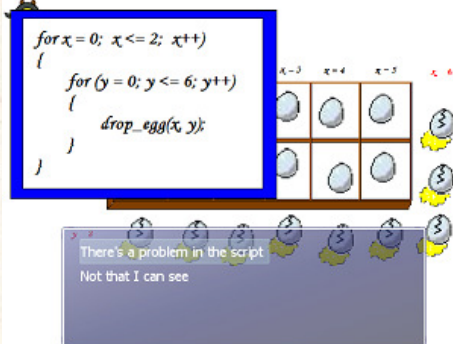•Inspire new students and retain them

•Encourage advanced students

Table 1: 10-week Game2Learn Project Model

Weeks	Goal(s)
All	Read relevant literature & keep research blog
1-2	Learn game engines by building small games
3	Select concepts & write sample target code
4	Brainstorm learning games for the concepts
4	Storyboard promising game ideas
5-7	Implement game prototypes
8-9	Playtest with potential users
10	Write & present results & literature reviews

Saving Sera:

•Two-Dimensional

```
for x = 0;  x <= 2;  x++)
{
    for (y = 0; y <= 6; y++)
    {
        drop_egg(x, y);
    }
}
```

There's a problem in the script
Not that I can see

The Catacombs:

•Three-Dimensional

Playtesting: (1)Summer 2005

Questionnaire and pre-testing

⬇

Play games for 20 minutes each

⬇

Post-test and interview results

- 54% games could be used for HW

-Seriousness of the games

Playtesting: (2) Fall 2006

-37% good balance between quest and play time

-88% games are good HW assignments

-88% liked play quest or requested more quests
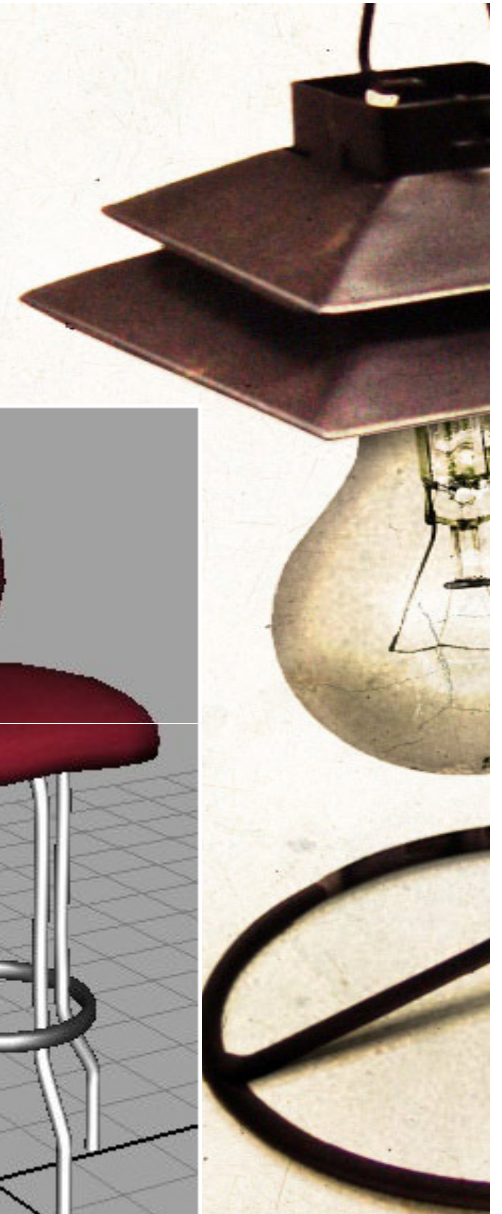
Future Plans:

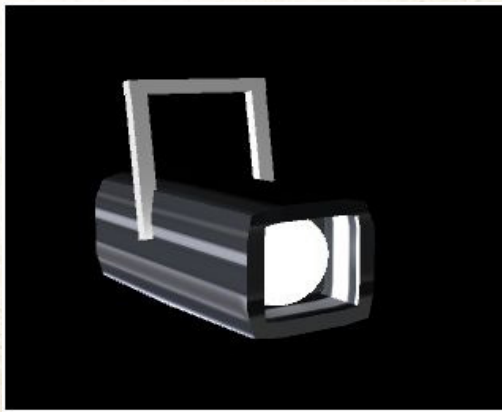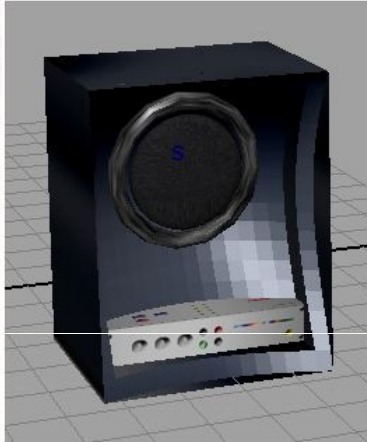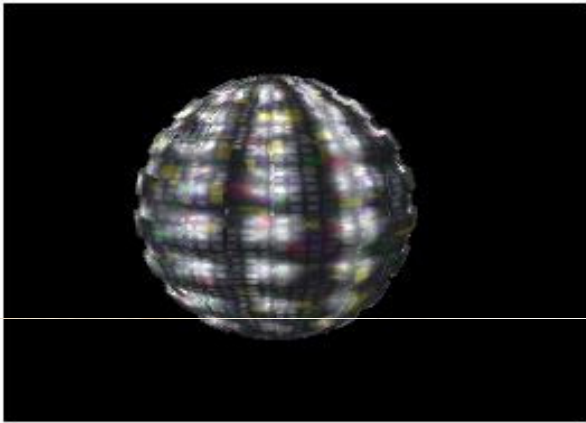•More feedback analysis and investigating

End of Lit Review

Accomplished:

Interface Design
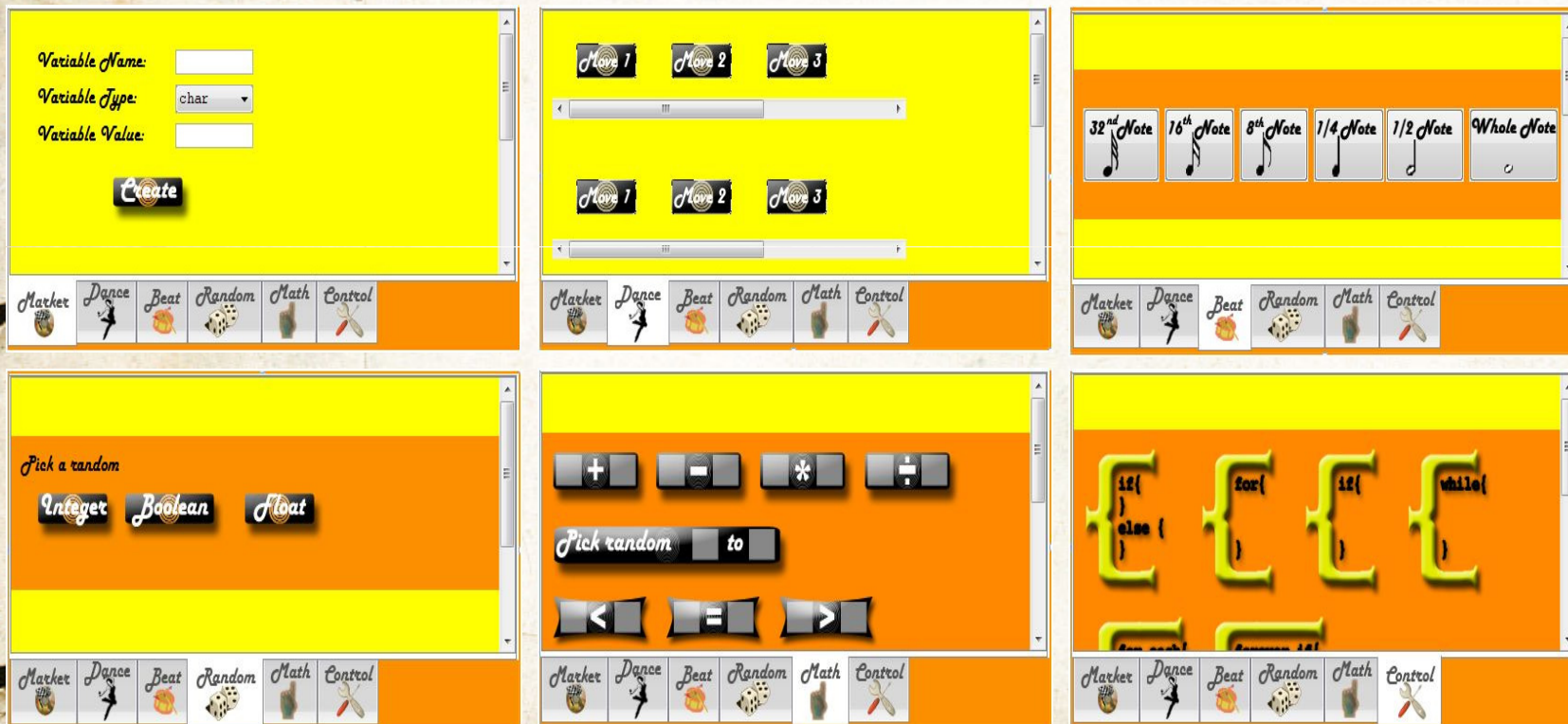
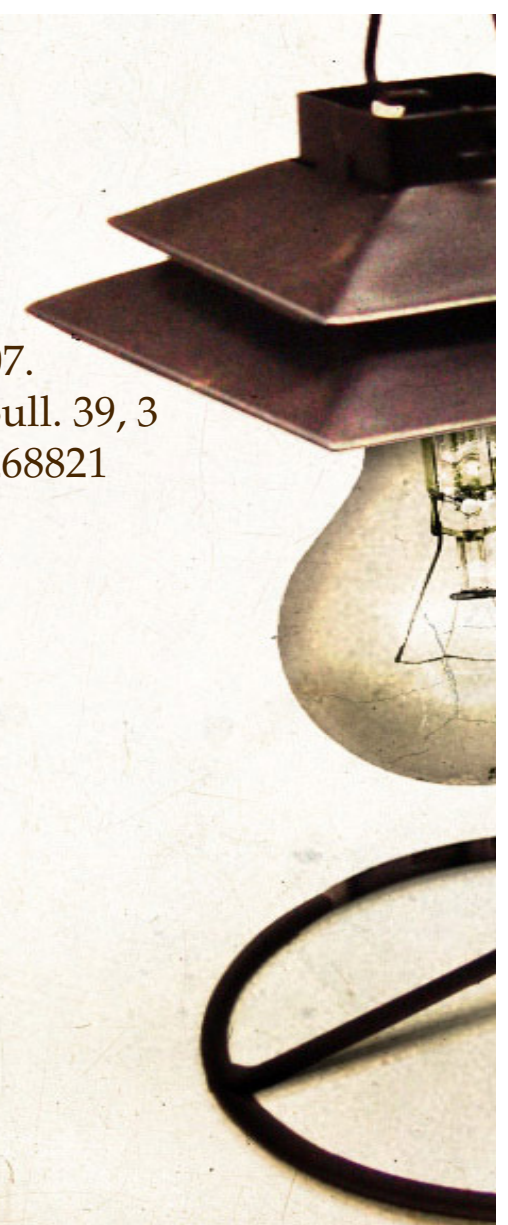# Accomplished (continue):

- 3-D objects

Week 10 Plans:

- Final touch ups and code implementations

References:

•Barnes, T., Richter, H., Powell, E., Chaffin, A., and Godwin, A. 2007. Game2Learn: building CS1 learning games for retention. SIGCSE Bull. 39, 3 (Jun. 2007), 121-125. DOI= http://doi.acm.org/10.1145/1269900.1268821

The End

- Any questions or comments?

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