WEEK 3

Jasamine Jackson
June 12, 2008
Mentor: Dr. Tiffany Barnes
CRA-W DMP Summer 2008

Plans for the week

- LIT Review: Serious Video Game Effectiveness
- Finish Technical Report-Finished
- Finish final mini assignment-Incomplete
- Game Review

Start on Dance Tool Project-Incomplete

LIT Review

- Serious Games have the potential of being a learning tool
 - 50-60% of all Americans play video games (2004)
 - Usual gamer is relatively young and virtually competent when it comes to computers
 - Serious games applies to various field
- Preliminary comparative studies
- Objective: Comprehensive research testing technique for serious games

LIT Review

- Effectiveness
 - Entertaining
 - Not Distracting

- Two factors
 - Learning effects of interactivity
 - Learning effects of interactivity and media richness

LIT Review

Study Design comparing 25 subjects per group (Metalloman)

	High media richness	Moderate media richness	Low media richness
Interactive	Game (1)	Hypertext (2)	
Non- interactive	Replay (3)		Text (4)

Testing:

- Multiple choice questions
- Written response questions

Result

- Effects of media format on knowledge gained
 - Game, replay, hypertext, text
- Effects of media format on enjoyment
 - Game & hypertext, replay, text

Final Mini Assignment

My Role:

- Shapes (Sphere, Pyramid, Cube)-complete
- Texture-complete
- Number of Shapes
- Lighting-complete
- Camera Control

Game Review

 Designer: SquareSoft and Disney

Genre: Action, RPG

ESRB: E10

Release Date: Sept. 17, 2002

Platform: PlayStation 2

Demographic: Ages 10+;
 game for everyone







- Motivation and Game Play
 - Sora along with Donald and Goofy are searching for their friends, Riku, Kiari, and King Mickey
 - Search various worlds while battling a reoccurring enemy (heartless)
 - To get to a new level: fight



Game Review

Strong Points

- Graphics
- Fighting Style
- Story



Weak Points

Difficulty Level



ANY QUESTIONS?

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