

Priyanka Reddy

CS 260

February 11, 2009



Image source: MILLEE

COLLABORATIVE ESL GAMES FOR UNSCHOOLED USERS

BACKGROUND

- ✘ Teaching children in developing countries English language learning
- ✘ Using games on mobile devices
- ✘ We noticed that children liked to collaborate when playing games
- ✘ We wanted to integrate that into the game by creating multiplayer games

APPROACH

- ✘ We want to determine if multiplayer games are even viable with the children
- ✘ We will start with a basic multiplayer game
- ✘ We will deploy it in India to see what the children's initial reactions are

THEMES FROM THE COURSE

- ✘ Designing for Unschooled Users
 - + Use a traditional game that they are familiar with
- ✘ Human Learning
 - + Determine how multiplayer games affect their learning
- ✘ Psychology of Persuasion
 - + Determine if collaborative, multiplayer games can motivate them to play more
 - + Can use this knowledge to design learning games for schooled users that they will be motivated to play

LEARNING EXPECTATIONS

- ✘ How comfortable children are with the idea of collaborative, mobile games
- ✘ Which design patterns will be most effective
- ✘ If collaborative games motivate children to play for longer
- ✘ How collaborative games affect their learning

ASSESSMENT OF SUCCESS

- ✘ Deploy it to children in India for the first iteration
- ✘ Qualitatively determine their reactions to and interactions with multiplayer games
- ✘ Quantitatively determine if children are more motivated to play multiplayer games
- ✘ Determine which aspects of the design children most liked