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
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.
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