

Graduation Project 1

CS405x

Spring 2019

**Educational Video Game Using Unreal and C++**

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* **Introduction:**

Educational video games are not a new idea but the way they are implemented is weak and not intriguing. So, I wanted to do a game that will have a story, and at the same time interesting science and history that the player will be more inclined to learn about since it is a game that has a story, fun gameplay, and progression. In that way the education process will be fun, and learners will learn about different topics in innovative ways. Homeschoolers and students who have attention problems will be more focused when the educational content is given in the form of a video game. (Ricardo Rosasa, 2002)

* **Problem Definition:**

Many students have problem focusing on their studies or can’t go to school for whatever reasons, therefore an educational video game would be a perfect solution because it will deliver the educational content in a new and exciting way that will improve their learning experience and will increase their capacity to learn.

* **Motivation:**

As a kid I always wanted to play a game that I will learn something from, like a skill or a special ability. But now I know that games can make you learn about history, science, or any other topic in a fun, graphical way.

* **Objective:**

To help students who have problems with focusing or homeschoolers or even disabled students.

* **Approach:**

By Using unreal and C++ and going through the process of game development as a AAA studio would do to make this game will make it more compelling and effective in teaching students.

* **Expected outcomes:**

A Video game that will have educational content that is delivered in a fun and interesting context.

* **Requirement:**

A Computer that can run the game, Keyboard and mouse

* **Plan:**

1. Doing researches about Educational video games, story-telling, gameplay mechanics, and different science topics to include in the game.
2. Learning different game engines like unreal and unity and how to use them.
3. Integrating educational content in the game story.
4. Making a high-quality game with captivating graphics and gameplay.
5. Finalizing project.

# Bibliography

*Disadvantages - Games in Education*. (n.d.). Retrieved 3 11, 2019, from https://sites.google.com/a/cortland.edu/researchproject2/disadvantages

Ricardo Rosasa, \*. M. (2002). Beyond Nintendo: design and assessment of educational. *Computers & Education*, 71-94.