

Skype Meeting 1 - Educational Gamification Group Meeting with Commissioner Martijn Koops

Date: 18th November 2013

Participants: Martijn Koops, Anika, Mircea, Tiago, Rashmi

Location: Drebellweg Room

Contents:

- Discussed different mechanisms to trigger people to show certain behaviour
 - immediate feedback
 - sense of progress
 - share progress with others
 - well known concept on advertising
 - for example: points for good behaviour, grades, etc.. then students use the points to buy something in game
 - like additions for a n avatar
- find another reward, other then games, e.g. a virtual status symbol
 - a mechanism that has a symbol such that it can be upgraded with points
- example system: chore wars
 - a website where set up a avatar
 - you earn money to buy things
 - couple avatar to real life chores, dishes, garbage
 - people claim chores to earn points and the things you define (w/ chance system)
 - use it as a mechanism to reward the chores -> maybe something like that can be used in class
- Concept of our game:
 - the teacher add points to avatar, or hand out codes, like virtual money
 - discussed w/ colleges: ideas went all the way around:
 - create an virtual painting,, when you look at it, you see different pictures in the painting
 - village where you earn houses
 - or plants like farmville...
 - The idea is to earn something other than the grades
 - drawback w/ game: it boils to another extrinsic reward (could kill the intrinsic motivation)
- Aspects of game
 - Likes idea of giving something to someone (it feels good to give something to someone)
 - learn to cooperate -- likes the idea of groups, which also adds peer pressure.
 - suggestion: reward the different talents in the group
 - does not incorporate school work (not fun facts or problems to solve)
 - teacher can set chances of events... e.g. higher chance of tornados
 - being better than the teacher is also a nice idea
 - enough points so you can fight the teacher...

- how involved should the teacher be?
 - Not worried about teachers doing what they need to for the game
 - grading system, not coupled to school efforts, so gives teacher other option
- time span of game?
 - not decided yet, probably 10 weeks would nice
- do you already have school, w/ target audience?
 - start testing w/ own student, adults (teachers themselves)
- more specific age-group:
 - students just from havo (17-20 years)
- depending on audience, borrow mechanics from other sources
- likes the simcity idea
- no art assets from Utrecht
 - art idea: next meeting w/ a student who maybe can do art (did not pursue this)
- For the project:
 - make a proof of concept
 - maybe finish the game w/ company after project
- What about social aspects of the game:
 - not too much complex infrastructure
 - would be nice to be able to walk around
 - show you parents and nephews
 - share game results w/ your environment
- open source is good!