Scammer Escape
Proposal for Development of Minecraft Game

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Instructional Problem

Teaching special needs adults about scams, how to avoid

Leann Cecil of Brunswick Interagency Program (BIP), which is a program for North Carolina adults with developmental disabilities to teach life skills and compensatory educational classes. Ms. Cecil explained a need for short-targeted learning games and activities based on focused adult subjects presented at an accessible pace, reading level and with high interest and motivation levels. Many of BIP's students are motivated by technology, but many online activities at their reading levels are not on independent living skills. The topics that concern Ms. Cecil the most are increasing technology related. Recently she has been involved in more than one teachable moment related to scams/frauds via email like publisher's clearing house and African Princes asking for funds to be wired overseas. This prompted her to begin searching for activities and games for her students. At this point, she has not found any technology based activities that are accessible to her students.

Why Game is the Solution to the Problem

The instructional problem that this game will meet requires that the player 1) receive the needed information to meet the learning objectives and 2) remain engaged and motivated to continue the game. This game will meet both of those needs by delivering the needed learning content (information on how to avoid being scammed) while the player faces obstacles in the game. As mentioned, the target group for this game are very interested in technology; therefore, an online game will motivate the learners to play. This group of learners is eager to gain knowledge to help them

independently, but also need specialized delivery and motivation. Their established interest and knowledge of gaming makes gamifying life skills instruction an exciting possibility for their continued education. A life skills game is especially appropriate for the issue of avoiding scams in that this skill itself is technology centered. Through the information given by the Brunswick Interagency Program there is a clear need and desire for a game that teaches adult special education learners this skill.

Technology Analysis

Mojang and Microsoft has created a new unified platform in for Minecraft called the "Bedrock Engine" that unified its player base. This allows players on nearly every device to explore and create with their friends. "The Bedrock Engine will be used in most C++ versions of *Minecraft*, while the Java versions will still remain separate. Bedrock-supported platforms include Windows 10, Xbox One, Switch, iOS, Apple TV, Kindle Fire, Gear VR, and Oculus Rift. OSX isn't currently supported, nor is PlayStation 4, and the Xbox 360 and Wii U versions will continue operating as separate editions." (Gurwin, 2017) Now instead of your world being limited to three square miles you have the option to create an "infinite world." There will also be a community marketplace where you can obtain new content and a revised recipe book that makes creating easier. In Minecraft, players build virtual realities in a sandbox-like environment. There are choices of survival elements such as brewing and hunger. It is cross-platform compatible for multiple players between all touch-screen and console devices. It has more vibrant graphics, revised terrain and exclusive items. Not only can this game be played across multiple devices it is also priced at a competitive rate that makes it

affordable. “Although all Bedrock versions are nearly identical, the price varies depending on the platform. Approximately, in USD, mobile versions cost $7 and console/TV versions cost $20. The Windows 10 version is the most expensive, at $27.” (Bedrock Edition, 2017)

Limitations

There are some problems when it comes to parent’s approval ratings when it comes to Minecraft. One problem is that they do not understand it and when they research, they get bombarded with lots of different information. In addition, downloading mods can make the game unstable or unsuitable and sometimes have a virus attached. There is also the danger of playing with inappropriate and disrespectful strangers. Therefore, you will need to take precautions such as having your child play in single player mode, play in multiplayer mode with people in your house via a LAN server, start your own multiplayer server, or join servers run by people you know and trust. In addition, as always when it comes to playing video games, have a strict time limit and always supervise what your children are doing online.

> “Minecraft comes with a steep learning curve for parents, and that's not going to suit everybody... but the truth is, the less involved you are the more problems your kids are likely to have with the game.
>
> Tips for fixing:
>
> Learn the game (and play alongside your kids) so you understand what they’re talking about, how to get the most benefit from their time spent playing and how to help them when they run into trouble

- Outsource the learning - if you don't want to get involved yourself, enlist the help of a friend or family member who already knows about it
- Help the kids to help themselves - show them the wiki, find good sources of information for them to use to solve their own problems
- Keep the chance of problems low - play single player or multiplayer LAN games only" (Oakley, n.d.)

Target Audience/Planned Instructional Setting/Needs Analysis

Students of community and independent living courses at BIP, which is housed at Brunswick Community College. They are adults with a wide range of ages, all of which have a diagnosed developmental disability. The BIP program includes a computer lab and several computers located in individual classrooms. The topic for this game is Scams.

Budget and Timeline

Three instructional designers will use Minecraft to develop and distribute the game. The Minecraft subscriptions will total $81.00. One Minecraft Realm subscription is also needed to develop and distribute the game at the cost of $27.00. The only personnel used for the project are three instructional designers whose combined cost is $210 per hour of instruction resulting in a $50,400.00 personnel cost. The beginning date for this project is October 12, 2017 and the projected completion date is November 22, 2017.

Learning Objectives

1.The students will identify scam clues at a 90% accuracy rate.

2. The students will reject scam emails by moving them to a junk mailbox at a 90% accuracy rate.

Game Flowchart

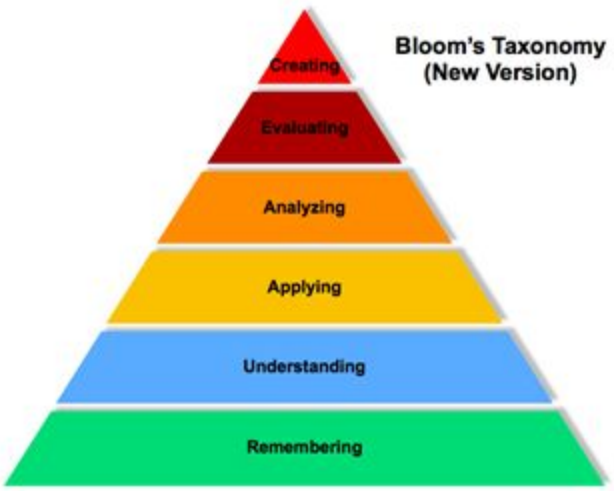
Flowchart Elaboration

In the initial room, the player encounters a trivia question with two answers displayed on two separate doors. If the player chooses the correct answer and goes through that

door, they go to another room with another trivia question. If the player chooses the door with the incorrect answer they go to a room with an obstacle (related to the trivia question) to overcome. This will help to solidify the learning content for the player by requiring them to complete a task centered on that piece of learning. This game continues like this with questions and obstacles until the player reaches the end and escapes the building.

Learning Theories

Learning theories can be applied in the game we created and Minecraft in general. One of these theories is Bloom's Taxonomy. As shown below the player will start by collecting necessities for escaping the building. Before long, they will be playing and building like a pro and that first time they played will be a basic simple memory. The will build on these memories of what works and what does not. The more they play they will obtain a clearer understanding of what information is there and how to obtain more information to build better worlds, tools, and survival skills. They will then apply what they are learning constantly as they learn to build more structures, create more tools, and obtain food for survival. The learner will constantly be analyzing and evaluating their situation and what they may need to construct or obtain for survival in the future days. All the prior steps help build their ability to create and build on the knowledge they are obtaining each time they play.



David L, "Bloom's Taxonomy (Bloom)," in *Learning Theories*, July 24, 2014, https://www.learning-theories.com/blooms-taxonomy-bloom.html.

This game will be using a balance of gamification and game-based learning. According to Miriam-Webster gamification is "the process of adding games or game like elements to something (such as a task) so as to encourage participation." (Merriam-Webster, n.d.) Therefore, we will be using Minecraft to apply game-based learning. Game-based learning is a when you use playing a game to teach a subject matter to help the player to retain and apply what they have learned to real world situations. The proposed game will be teaching knowledge to help the players keep from becoming a victim of identity theft or a scam in the real world.

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