AUSSIE WILDLIFE

A website where kids can play around and learn about Australian wildlife

TEAM FOURFUN

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UQ Zone link: https://deco1800teams-stu03t04fourfun.uqcloud.net/index.html

Game flow: choose an animal to explore → design outfit for the animal → interact with learning topics → learn about animal in each state → take a quiz
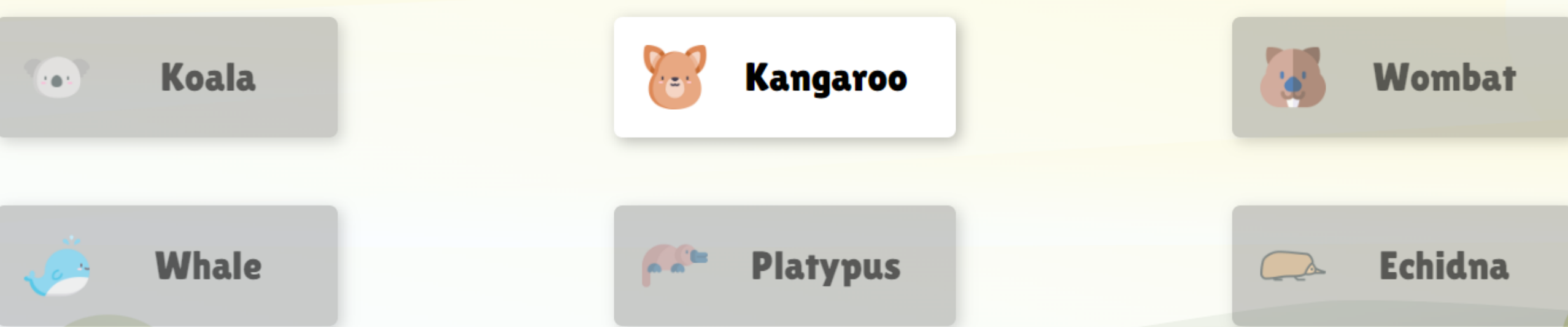
01. Introduction

Aussie Wildlife is a game-based learning website where kids can play around and learn about Australian wildlife.

04. Interaction plan

- 2 functions fetching through APIs to datasets from Atlas of Living Australia
- Consistency in narrative style (kid tone), theme, design, etc
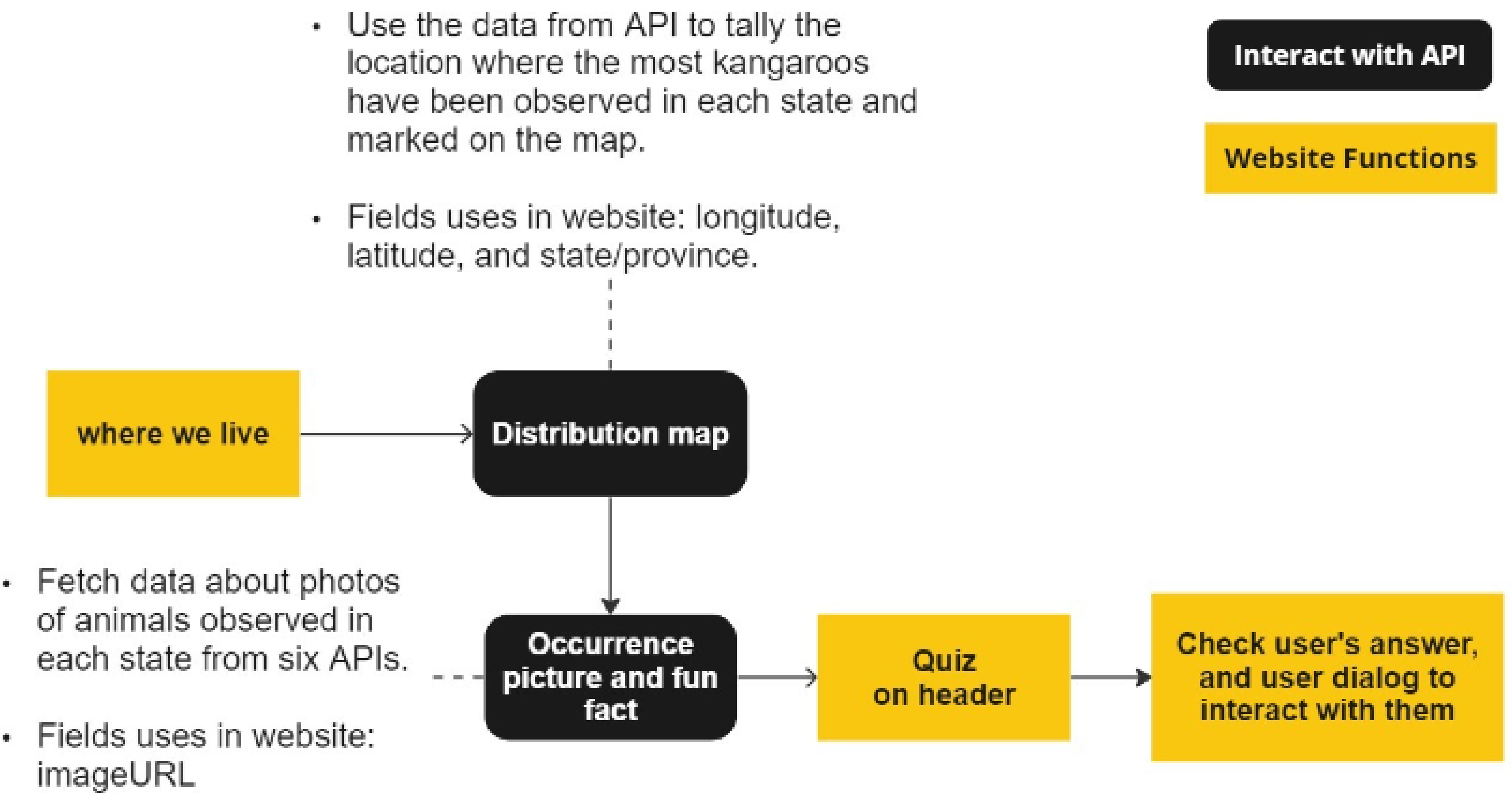- Feedback: instructions to play game, feedback on quiz answers

02. Target user

Kids aged 6 - 10 who speak English.

- They learn by interacting with environments
- Their reading skills might not be advanced
- Their attention span is short

03. Purpose

The website aims at developing an appreciation of nature for kids and making the learning experience as fun as it should be

05. Design process

- Week-long sprints (plan > design > implement > test > evaluation)
- Major changes:

+ Week-6 sprint: we conducted literature and industry research, then decided to change from content-based web to game-based learning with a narrator. Kids can choose their favourite animal to be their personal guide. It helps them to engage more and bond with the website

+ Week-9 sprint: we tested our prototype with target users. Based on insights generated and peer feedback on MVP, we decided to develop a read-aloud feature