



# CAREER WORLD EXPLORER

...a career finding game for the junior explorer.

## PROBLEMS + NEEDS

- Traditional exposure to careers is generally limited to:
  - [1] career day
  - [2] guidance counselors
  - [3] non-interactive and nondescript job inventory assessments
- Lack of instructor knowledge on the nuances of different careers, limited guest speakers in the class (career day), and a lack of guidance counselors for students to discuss their futures with.
- The national average for the ratio of counselors to students is 1:491

## SOLUTION OVERVIEW

### FOCUS ON NICHE CAREERS

- Explore a greater breadth of careers to expose the students to career paths they can see themselves in.

### SIMPLE RPG GAME

- By creating a simple rpg game, with a character creation feature, the students are able to put themselves in the shoes of the in-game character. The gamification of this system would also motivate the students to spend more time and explore more possibilities.

### A BALANCED SOLUTION

- Other systems are too entertainment focused (e.g. Job Simulator) or text/quiz heavy (e.g. VJS Junior). Career World Explorer affords a balanced environment, affording both engagement and education.



## MAJOR FEATURES

### STUDENT REPRESENTATION AND PERSONALIZATION

- Represent students of all genders, ethnicities, and disabilities through character creation and NPCs.

### SCAFFOLDING THROUGH IN-GAME MENTOR

### MOTIVATION THROUGH NARRATIVE AND BADGES

### ENGAGEMENT THROUGH STORYTELLING AND TASKS

## LEARNING OBJECTIVES

### EXPOSE

students about the variety of career paths in the world

### CONNECT

what they're learning in classes to potential careers

### ENABLE

the students to project themselves into any of the career paths

## EVALUATION PLAN

- Heuristic evaluation** with teachers
- Week long evaluation and assessments
- Pre and Post test** to measure disposition
- Students explore three to five careers using our system
- At the end of the week, students must **write an essay about their favorite career and what they learned about it** from conducting research after using the system

## LESSONS LEARNED

- Previous systems focus too much on educating students about career planning rather than career inspiration
- Participating in career path exploration can lead to higher academic motivation, grades, employability skills, career self-efficacy and college aspirations for students.
- We provide a low-cost and scalable way to bring engaging career exploration to students on most digital devices

## STORYBOARD AND PROTOTYPE



1 the student logs into the game

2 the student is able to enter their own name and select hair, skin, and accessories

3 the student is prompted to select their interests and hobbies

4 the students are given a choice between three "career worlds" as well as a "choose your own" function

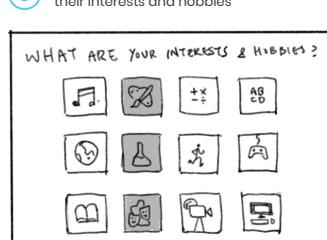
5 the character is dropped into the world they choose, where they can help world-related professionals in their work tasks



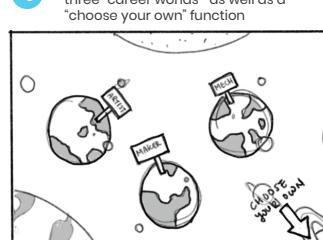
6 the character can then move to a nearby NPC and the NPC will explain their careers and ask for assistance



7 the assistance takes form in a simple task to give the character a snippet of what the job is and what they do



8 after the task, the NPC describes the task that the character just helped with and why they did what they did



9 they are then led to a real-life video of a professional in the field to show what they do in order to bring the career back into reality



10 the students are then asked to rate the career which will be recorded for future evaluation

