

PANDORA

Handouts for presentation

Arya Emami

April 9, 2025

Contents

1 Introduction	1
1.1 Idea	1
1.2 Data	1
1.3 Problem	1
2 Solutions.....	2
2.1 Cutting room floor	2
2.2 Salvation	2
2.3 Advantages	2
3 Measurements of success.....	2
References.....	2

1 Introduction

1.1 Idea

Pandora is a text heavy edutainment game focused on providing puzzles complimented by text. People have to read dialogues and notes in the game to extrapolate the solution to the puzzles and finish the game. The game goes through a week of an apprentice wizard in a plant over growth outbreak. Each day introduces new puzzles and story context and increases the difficulty in addition to the base difficulty selected at the start of the game.

1.2 Data

There are numerous video and articles talking about how students can't read properly or don't read. For example, in a Forbes article it says "Only 30% of eighth graders are capable of reading independently at grade level" (Craig, 2024). There are numerous reasons for this. For example, lack of any form of structure that covers every literacy need. ("The Reason 66% of Students Aren't Reading on Grade Level", 2024) Or lack of any reason to do so. (Heick, n.d.)

1.3 Problem

- Problems in problem solving because they can't read manuals

- problems with academic life because they can't become trail blazers or enter new industries
- Problems with following instructions which can have disastrous consequences.

2 Solutions

In order to do this, we must combat boredom while maintaining an educational aspect. Learning can be enhanced with play. (Ross, 2023) Practice enhances learning. (Reuell, 2019) All of these can be solved with a game.

2.1 Cutting room floor

The first idea was a dungeon crawler with puzzles to do with randomized layouts in order to finish the game. Problem was that the puzzles have no real value since they aren't solving a bigger thing or simulate a real world scenario which bring the educational aspect down. In addition to that, it was cluster phobic and not very colorful for our target audience which are students from grade 3 to 8.

2.2 Salvation

To solve the puzzles being irrelevant to world's use case and the claustrophobic nature of things, we took inspiration from a game called Postal 2. (Do not let your kids play this.) We put the player in a world and set them up to live there for a week.

2.3 Advantages

- Entertainment over schooling which makes it easier to approach and keep students engaged.
- Puzzles serve a purpose and simulates real world use cases.

3 Measurements of success

Success is measure by how many people increase the difficulty and play again and how many people actually finish the game compared to the people who do play in general.

References

- Craig, R. (2024, November). Kids Can't Read Books.
(<https://www.forbes.com/sites/ryanraig/2024/11/15/kids-cant-read-books/>)
- Heick, T. (n.d.). 12 Reasons Students Don't Read & What You Can Do About It.
- The Reason 66% of Students Aren't Reading on Grade Level. (2024, April).
(<https://smarterintervention.com/blog-highlights/notongradelevel>)

- Reuell, P. (2019, September). Lessons in learning.
([https://news.harvard.edu/gazette/story/2019/09/study-shows
-that-students-learn-more-when-taking-part-in-classrooms
-that-employ-active-learning-strategies/](https://news.harvard.edu/gazette/story/2019/09/study-shows-that-students-learn-more-when-taking-part-in-classrooms-that-employ-active-learning-strategies/))
- Ross, E. M. (2023, May). Embracing Learning Through Play.
([https://www.gse.harvard.edu/ideas/usable-knowledge/23/05/
embracing-learning-through-play](https://www.gse.harvard.edu/ideas/usable-knowledge/23/05/embracing-learning-through-play))