EcoBlue - Recycle The River Trash

An Educational Game

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ABSTRACT

A serious game to ensure more people know about recycling rubbish. It teaches people how to identify and recycle trash flowing down a river. As rubbish passes, players must place it in the appropriate recycle bins. When players level up, it results in the river running faster. Rubbish piles up, and the game ends when it gets to a specific limit. In front of the river, people do activities such as cycling, which blocks up the view, so sometimes the player cannot see the river items (when levels get harder). If players get a fish by accident, points are deducted. Randomly, People will be throwing things into the river, and players can click on the person to stop them from throwing rubbish into the river and increase their reputation. Different structures such as farmland, household drainage and factory are present near the river and either affect or are affected by the river's pollution level. Children may cause the bin position to be changed; players must keep that in mind. At the end of every level, the rubbish collector collects the rubbish and says "THANKS!".

1 Introduction

Video Games capture a wide variety of audiences, there are more than 2.5 billion gamers around the world. That’s a third of the world’s population. Seventy-two per cent of the gamers are age 18 or older. An average gamer is 34 years old. These demographics show us that games are not only for teens though they are loved by teens and vicenarians. Thus video games when used properly could prove to be a really powerful tool in educating and bringing world reforms.

1.1 What are Serious Games?

The term 'Serious Games' has developed because people wanted to distinguish between games for fun and entertainment to games that had a serious outcome, such as giving a social message or learning. A serious game from a learning perspective is a game that allows people to learn. Many people think that serious games originated in the year 2000 with the Serious Game initiative. If we go back in time to the 1970s, a man named Clarke C. Abt released a book called Serious Games. It even goes back way further. Games can give us non-linear experiences. We don't always have to go in order. We can think about the strategy differently. We can think about elements differently. All these things are benefits of playing serious games.

The updated template, user manuals, samples, and required fonts, all are available at the URL <https://www.acm.org/publications/proceedings-template>. It contains said information for all three versions of MS Word (Windows and 2 versions of Mac). There are also separate links to the user guide, which can be referred to by the user. This URL also contains some useful video links, which describe how to add the template, structure the paper, and generate the layout, in different clips. **Display Formula with Number**

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Figure 1: Figure Caption and Image above the caption [In draft mode, Image will not appear on the screen]

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1.1 Heading Level 2

In the below paragraph, it is explained how alt-txt value is placed in **MS Word 2010**. To add alternative text to a picture in Word 2010, follow these steps:

1. In a Word 2010 document, insert a picture.
2. Right click on the inserted picture and select the **Format Picture** option.
3. Select the **Alt Txt** option from the left-side panel options.
4. In the "Title:" and "Description:" text boxes, type the text you want to represent the picture, and then click "Close".

Below are steps to place alt-txt value in **MS Word 2013/2016**. To add alternative text to a picture in Word 2013/2016, follow these steps:

1. In a Word 2013/2016 document, insert a picture.
2. Right click on the inserted picture and select the **Format Picture** option.
3. In the settings at the right side of the window, click on the "Layout & Properties" icon (3rd option).
4. Expand **Alt Txt** option.
5. In the "Title:" and "Description:" text boxes, type the text you want to represent the picture, and then click "Close".

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