

Project 1 (BingoBingo!)

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This game of mine is mainly for children aged 6-10 to learn. There are no special requirements for the physical site, only a computer, and network. It can be used at home, in the library, or the classroom.

This game is designed based on Jeopardy's inspiration. When I came to the United States to attend high school in my first year, I learned about Jeopardy in class. I found that Jeopardy's design is very good, which can greatly improve children's interest in learning (i.e. game experience and a sense of participation). Using games to teach has become a very popular teaching method in modern times. So I collected some topics that children like, made question cards and answer cards, and then guided the children to choose the topic which they are interested in learning. Then answer the question by selecting the "Know" button or the "Don't Know" button.

At the same time, I also added a game points system, which not only guarantees the sense of participation but also inspires the children's sense of satisfaction (getting a higher score than before can more intuitively make children feel satisfied with learning new knowledge)