Project overview

A primary school has asked for an educational game to assist teaching and testing the children’s ability to identify with professions and how they interact with them. For example, if they saw a fire who would they expect to see trying to put out the fire, or asking the question what does a fireperson do, or if you saw a fire engine who would you expect to be in it? Etc. They want the game to be entertaining, varied and to allow for the different age ranges of their children.

Specification analysis

* Primary school
  + 4 – 10 years old
    - Suitable content (BBFC U)
    - Simple language
      * Pictures
    - Slow typing speed – No time limits
    - Low mouse accuracy
    - Easy to use
    - Self-adjusting difficulty
  + Low system requirements
  + Can run without administrative rights
  + Secure
  + UK
    - Windows based
    - Primarily English
* Educational
  + Must teach not just test
    - Repeat questions which are incorrectly answered
* Game/Entertaining
* Testing
  + Mark pupils
  + Grade comparison
    - Networked grade retrieval
    - Standardised test
    - Varied test
  + Multi-faceted testing
    - Reading
    - Conceptual
* Ability to identify professions and how they interact with them
* “For example, if they saw a fire who would they expect to see trying to put out the fire, or asking the question what does a fireperson do, or if you saw a fire engine who would you expect to be in it? Etc.”
  + Multiple question types