

Ref: 0010 Analysis

Source: "Great Principles of Computing", 16/05/2016

ENERGY QUEST

You are on a trip to Buzz Archipelago - a group of islands set thousands of miles from home.

You have been roped into helping Buzz Archipelago's boss: the owner of Club 11-14!

Before the holiday season starts, you must fix all the energy problems on the island.

SCREENSHOTS

LAUNCH GAME

HIGH SCORE TABLE

RANK	NAME	SCORE
1	RYSBORN	63556
2	SEALY	62782
3	BRAMS	61640
4	BRAMS	61640
5	TOMHICKS	59709
6	OSJNEVILLE	58954
7	SENSE	58473
8	HAPPYHAMSTER	58362
9	CKMMA	57568
10	CKMMA	57568

Next

As my client showed a lot of interest in a more interactive project, therefore for my brief I decided to do some light research before I confirmed that this is the definite direction that the project would take. While trying to keep the focus science based I tried to use what I would consider to be a more popular resource, this brought me to the Channel 4 education section.

Reading through the introduction of the game showed that it seemed to be focused to electricity and renewable energies. Sadly I couldn't play the game itself without some sort of account- Therefore I cannot make a fully analysis of the core mechanics. This is not completely devastating as I can take the themes and possible implementations of subjects from this resource.

Energy Quest:

This site is suitable for young people aged 11 - 14 who are studying aspects of science relating to energy, energy resources and nutrition. The site has three islands on which there are a series of tasks. These will test not only ICT skills but also the student's knowledge of the science involved.

There are strong links between the curriculum and the games and these are spelled out in the list below and in more detail here.

This site is suitable for those students who are studying for national tests aged 14.

Food Invaders - Nutrition
Mine Grab - Fossil fuels
Pool Grinder - Fuel and energy
Floating Barrels - Energy resources
Power Station - Energy efficiency
Sinking Tourists - Energy resources
Windmill Lab - Energy resources

While I could not actually play the game, I decided that I could gain some information on how they implemented science into the games by looking into the teacher's notes. This did confirm that multiple interlinking subjects had been brought up in the game. Ideas like floating barrels and windmills can be easily implemented into a game to allow movement into a path to the objective. This may prove to be more useful if I could come back and make a password to decide if this game is as educational as it claims to be, as I believe that the balance between educational resource and game is very important.