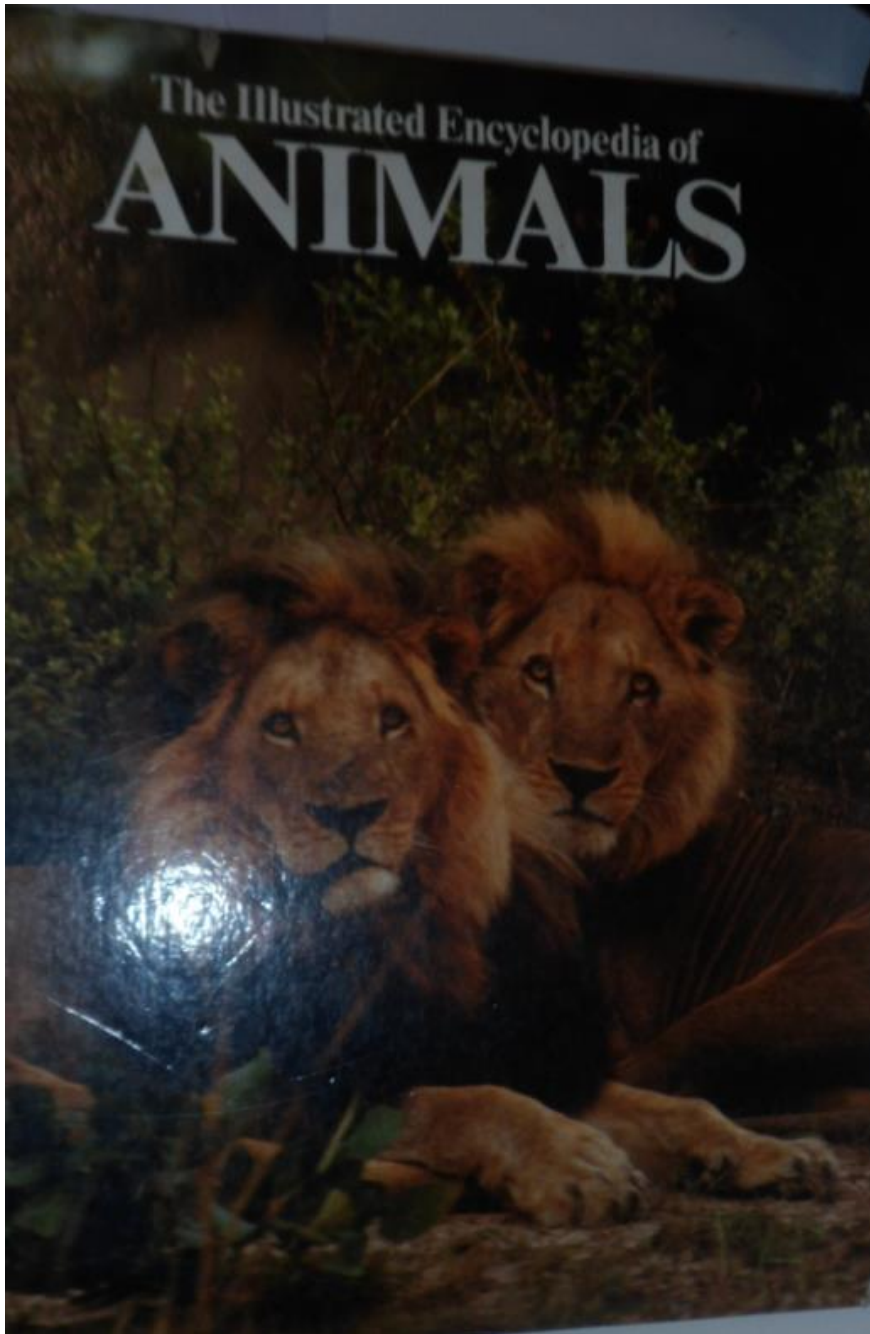


## **Research the Problem: The Illustrated Encyclopedia of Animals**

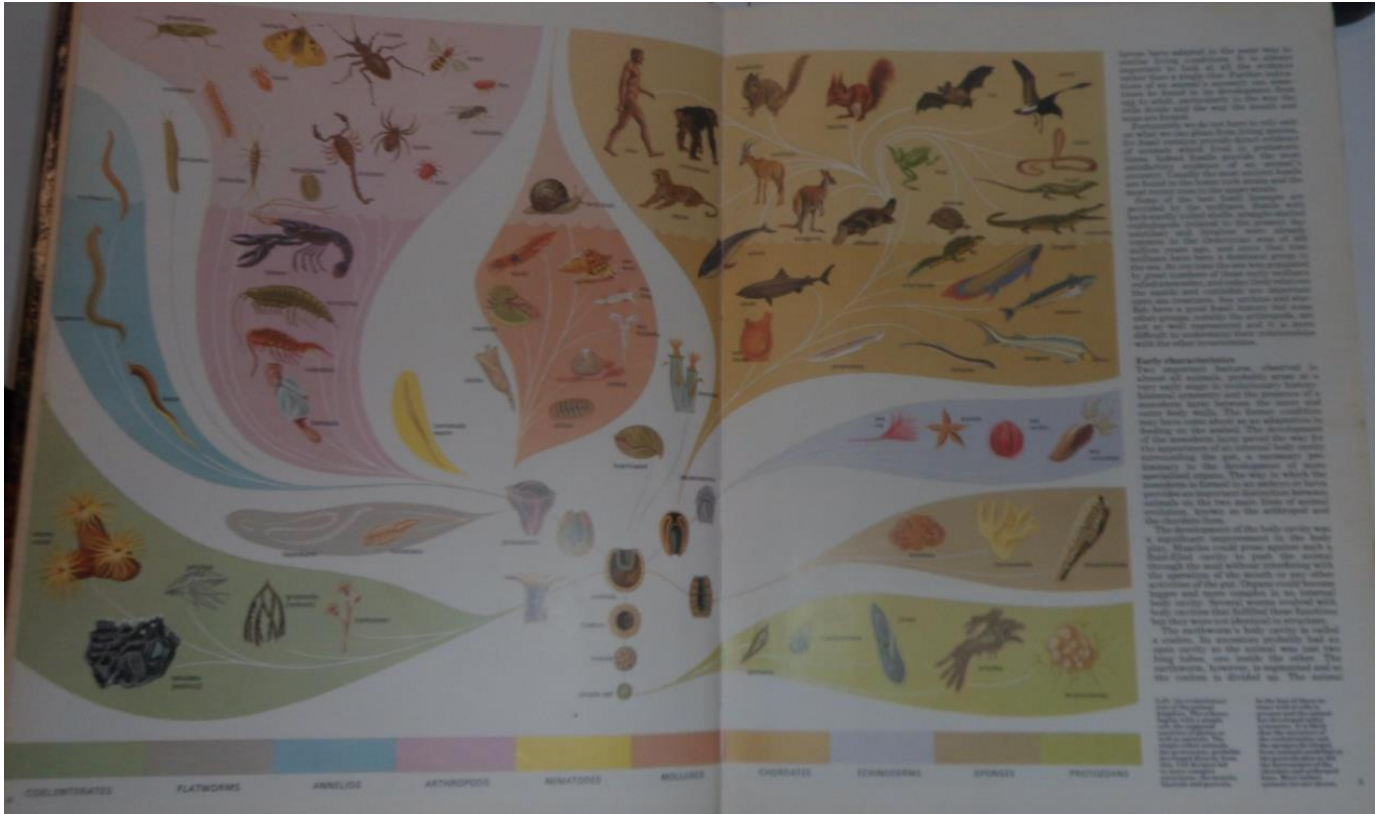
Unlike my solution that is a 2D platformer that uses science themes to promote the subject, this item is a physical book.



From the cover alone, you can see that this encyclopedia proudly boasts its images as a highlight. This front-page shows two wild lions in their natural habitat, this also shows off a very high quality picture (understand that this book is over 30 years old, these images are impressive). This brings up a question I completely forgot- will my game have an opening screen before the whole game actually starts.

Reflecting back on the use of books, I am sure that every book made for children have a front cover. I understand that was a marketing point, being able to represent the content of a book (or even a video game) in one image can help you sell present its themes, increasing its appeal to your target

audience. Of course, that I will not be making physical copies of my solution, giving it a cover would be impossible. The most I could do is a thumbnail for when the user selects my game's file and a start screen before the user starts interacting with the game. I feel like this drawback isn't too much of an issue when compared with over games, as it is free distribution, I don't need to worry about advertisement and market appeal when dealing with my solution.

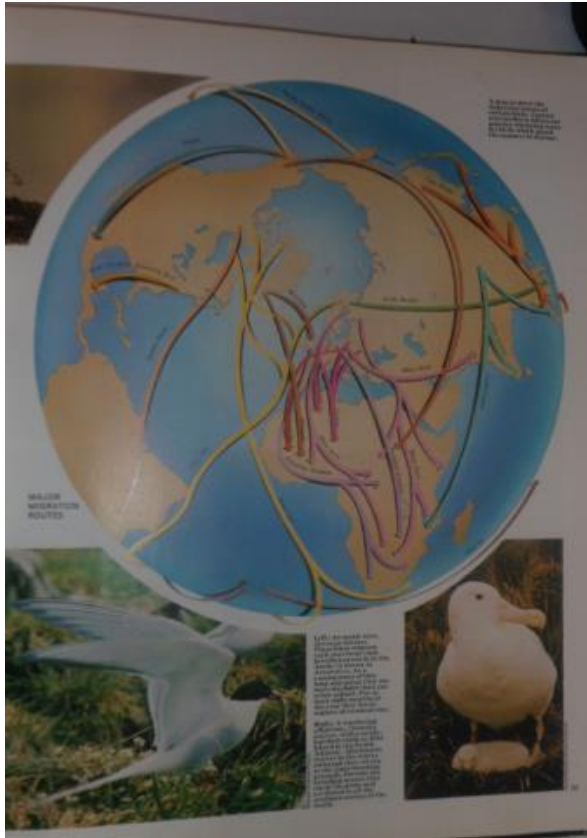


Looking at the layout of the book itself, you can see that models take the priority over text. One thing that goes against my expectations is the small font. For a book that I would argue could be used by pre-teens and older, this book uses what looks like font size 9. This is interesting, as not only do most of the other book designed for a younger audience tend to use larger font to consider any part of the demographic that has reading problems (I will take this into consideration with my game), they also have a low word count. This book almost seems to compensate for the space is uses for images by making the font smaller to fit on more text.



My last point because even more valid when you see a normal spread. While a picture of a bee dictates one whole page, masses of words surround the three other images on the other page. I would also like to state that the information on this page cuts no corners. Unlike subjects like GCSE chemistry that use models that don't reflect the truth for the sake of ease of understanding, this page sacrifices nothing for information. While I can understand that this book does not underestimate children and could debate that the pictures balance out the text, I personally tried to avoid as much text as possible in my own game.

I would also like to note that I used this page on the design of the bees on level B3. While I changed them into a bigger, more cartoon based design, when the player interacts with the bees with the flowers, the group motion and movement will be based on the information about nectar gathering in the book.



This page shows something I like. See how the globe cuts over the other image, this is an interesting option for the book to do. While they artistically style it out by creating a border of effects around the globe, there is still this idea that they are clipping images.

The reason I like this shows that the author shows some freedom of creation with his work. Like any kind of creative work, be it an illustrated encyclopedia or a game, as a creator with an image or idea you are trying to share, there must be a sort of freedom to change things up a bit. While this may not be as impressive as other possible examples like a comic with no words or a FPS (first person shooter) where you have to view your opponent's screen to see them, it's little things like this that remind the user that the whole production is made from the creator and represents his ideals.

This also had some practical use, as this page discusses the parental and courtship behaviours of birds. This is a much-underappreciated section of biology; I would be bold enough to state that if you asked biology students to write a list of the topics of their subject, most would completely forget to include this section. This also brings up the tender question of knowledge versus age. Just for the sake of imagery, rather than using the sexual nature of animals as the relevant examples, let us use the imagery of the cancer I will be including in the physics section. There are some very detailed pictures of cancer in the GCSE science books. Am I doing my target audience a favour by exposing them to the context early, or a disservice? Of course, I write this with a clear mental image of what topics will be present in my levels. I believe that there is no point in trying to withhold potentially graphic content for children. I would go far enough to say that I sure my client would be thankful if by showing a cancerous growth in a level, it made one of his students not freak out when shown a photo of one.