

New game for Liquid Galaxy x Education

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I. Introduction

The Liquid Galaxy for Education app requires a renewal in entertainment department, and this reminded me of the times when I was trying to learn how to teach myself geography in my spare time.

First, I started by searching the internet for games that might satisfy the following requirements:

- 1) It must be a game that is precise, fast and can show a score or a success rate;
- 2) It must have a vast list of domains from geography, such as capitals, states, mountains and seas;

II. Content

The game I propose for Liquid Galaxy is offering a map (for example: Europe) with no information given. The project must integrate the outline of each country and a dot where each capital is located.

A box with a random capital name will appear in the corner of the game-platform, as well as a success rate and eventually a timer.

Where to find: **Bucharest** ?

0%

0:50

This game has the role of testing players knowledge in geography and improve it each game.

The map may vary depending on the preferences of the gamer which can swap the set of questions (example: from capitals to mountains).

This will be optimal for LGxEdu because it is an interactive game and it is optimal for students between 8 and 12 years old but can also easily adapt for an elder student.

III. Inspiration

As a reference-site I used “www.geogra.ro”. It includes:

1. Games;
2. Final exam tests in geography;

3. Geography lessons;

IV. Additions

I would personally add a scoreboard to this kind of game and a 1 player vs 1 player game where the fastest and most accurate player wins.

The winner should have the possibility of receiving a virtual certificate (or a medal) if he manages to win 5 consecutive 1vs1 matches or stays in top of the scoreboard for an entire week.

