

Document and discuss how you are addressing ideas and concepts discussed in the lectures in your project conceptualization and work.

The first and most obvious idea from the lectures that I used in my project was gamification. In fact, my whole project was based on this concept. Gamification was from a lecture in week 11: Supporting Learning & Collaboration with Gamification.

- Why: Gamification introduces a new form of learning, creativity, and collaboration.
- How: Game based learning - the whole theme of my project
- What: Games can help evolve our learning and creativity. It can be very versatile since the only limit is your imagination. The games can provide obstacles in a safe-to-fail environment, give rewards for the player's efforts, and provide experiences or scenarios to the player that they might not otherwise get in real life.
- Relevance: My project is a game, so this is a concept I used. My goal was to bring awareness about the effects of light pollution on animals, and I believe my game does that.
- Metrics/measure success: A good way to measure my success in using gamification would be to survey the players to see if they learned anything new by playing my game. Since I learned a lot of new things in my research for the game, I believe the players will learn a little bit from it as well.

Another idea I took from the lectures is the Read Only vs Read Write cultures. This was from week 10, "Creativity is Queen" When Everyone is a Media Outlet.

- Why: Creativity is important in today's culture, and we can learn new things through being creative.
- How: Through user generated content and innovations, people can learn through other people and help and build upon each other's work.
- What: In a read only culture we use premade technology which is very consumerist. A Read Write culture is a more collaborative approach where people can use and contribute as they please.
- Relevance: My game is open-source, and my GitHub is public. While this wasn't my primary goal or purpose, anyone is welcome to add their own levels or improve upon my game. Most of my sources are in the public domain, and the rest of them I made myself.
- Metrics/measure success: After someone makes a new level, find out whether they learned anything new in their light pollution research for that level. I know I sure did.