Inspiration Games

Wordscapes

Competition game based on typing speed:

Hit the target: space fighting, balloon, zombie

Competition game: street race, boat race

Name Ideas

Scrambler

Word Twist 3

Scramble Dash

Letter Chaos

Spelling spree

Jungle word mania 2

Unscrambler

Typing roar

Animal Alphabet Race

Wild Word Rush 1

Character

Color Palette

Use this website: **coolors.com**

Gold Teal Blue Green Orange

Usability: Can we make this more accessible to kids with learning or physical disabilities?

From HY

＊Here are some examples of typing game for disability kids:

- Nessy Fingers ：It is especially effective for children with dysgraphia, dyslexia and ADHD.
- Typio ：usable with or without vision or hearing
- Deafverse: Learning platform for deaf students

＊If we want to focus on children with special needs (e.g., ADHD, deaf, blind), we may need to select just one category due to time constraints. Based on the references I have found:

- For blind kids: using audio to let kids can follow the instruction
- For deaf kids: using instruction with color or sign language to lead the kids finish the mission
- And in general, typing games have big benefits for kids with ADHD and ADD, including: 1) making it easy to produce clear and legible text, which eliminates the stigma of messy handwriting and erasure marks 2) A phonics-based curriculum reinforces literacy skills. 3) Regular keyboarding sessions lower anxiety and build stamina. 4) Positive feedback boosts

self-esteem and confidence for learners with a history of educational failure. So, we should emphasize this during the presentation.

＊Other ideas: As a mom with two kids (7Y and 5Y), I know that game-based learning is a great way to attract children to participate willingly. Also, I know most parents are concerned about their kids' screen time. So, it would be great if our game could have a balance by encouraging activities beyond the screen. For instance, when children reach certain score levels, they could unlock information about fun events or coupons in Spokane (Eg: hiking, sport's ticket, bookstore discount, free second book or a free donut etc), offering an incentive for them to explore beyond the virtual world.

This can also create opportunities to connect with local businesses, government, and communities.

Reference

- typerush.com
- Best Typing Games for Students
- BEST TYPING GAMES 2023
- Fun and Educational: The Benefits of Playing Free Typing Games
- Gaming and Screen Time Pros and Cons
- ADDitude Picks for Typing Software and Apps

Competitive Analysis

Jungle Word Mania stands out from other games due to its distinctive approach of teaching both typing and spelling skills in a fun, competitive environment. While most games tend to focus on one skill or the other, Jungle Word Mania integrates both, making the learning process more comprehensive and engaging.

For comparison, games like Scramble Words on USA Today or WordScapes challenge users to solve puzzles by finding words from a selection of letters arranged in a circle or line, typically within a set time. However, Jungle Word Mania takes a different approach by emphasizing not just puzzle-solving but also spelling accuracy and typing speed. Players are tasked with spelling individual words based on provided definitions. To assist younger players, jumbled letters will appear after a set amount of time, guiding them toward the correct spelling.

What further sets Jungle Word Mania apart in the word game industry is its multiplayer capability. Players can connect to servers, competing with classmates and friends in real-time races against the clock. Points earned in these races contribute to leaderboards, adding an exciting layer of competition to the educational experience.

Jared's Brainstorming:

Eye catching visuals + educational

Some word games have a very basic design and plain visuals

Sound Effects List:

menu_click (clicking buttons)

game_start_gong (when game begins)

timer_half

timer_low

timpani_boing (use this for either incorrect word or when timer runs out)

feedback_correct (enters the correct word)

Users: how can we make this game user friendly? (i.e. a teacher vs. a 1st grader vs. a 6th grader)

From VJ

*If we want to create a user-friendly game that is easily accessible for a wide range of users, we need to focus on some of the mechanics of the game, adjustment, adaptivity, and feedback. Here are some ideas backed by sources:

1. **Adaptive Difficulty**
- **Dynamic levels:** Adjusting difficulties of questions based on the user's performance
- **Hints and Cues:** provide hints or cues for struggling users
- **Progression:** offer a clear progression through different levels or stages (leaderboard, race line, etc.
2. **Clear Instruction and Feedback**
- **Simple Explanations:** Use clear and concise language for instructions.
- **Immediate Feedback:** Provide instant feedback on correct and incorrect answers.
- **Positive Reinforcement:** Offer positive reinforcement to encourage continued play.
3. **Engaging Game Mechanics**
- **Variety of Question Types:** Possibly include multiple question formats (e.g., multiple choice, fill-in-the-blank, matching).
- **Gamification Elements:** Incorporate elements like points, rewards, and leaderboards to increase motivation.
- **Time Constraints:** we added time constraints for a more challenging experience.
4. **Age-Appropriate Content**
- **Tailored Vocabulary:** Select vocabulary words appropriate for different age groups.

- **Contextual Examples:** Provide age-appropriate examples to help users understand the meaning of words.
- **Visual Aids:** Use age-appropriate visuals to support learning.
5. **Multiplayer/single-player options**
- **Cooperative Play:** Allow users to work together to solve challenges.
- **Competitive Play:** Offer competitive modes to encourage friendly competition.
6. Educational integration
- **Curriculum Alignment:** Align the game's vocabulary with educational standards.
- **Real-World Applications:** Connect the vocabulary to real-world scenarios.
- **Teacher Resources:** Provide resources for teachers to use the game effectively in the classroom.
7. **User Testing**
- **Gather Feedback:** Test the game with a diverse group of users to identify areas for improvement.
- I**terative Design:** Use feedback to refine the game and make it more user-friendly.

User's story
By HY

As a teacher, I want my students to improve their typing skills and practice together. Therefore, I need a typing game that they can play either in groups or individually.

As a parent, I want my children to learn typing skills so they can write stories rather than watching reels.

As a parent of a child with ADHD, I want a typing game that captivates my child's attention, helping them develop typing skills and having fun in writing.

As a student, I want a fun and engaging typing game that makes learning more enjoyable.

As a child with ADHD, I want to play a typing game that helps me stay focused, so I can improve my typing skills without getting easily distracted.

As a child with visual impairment, I want to play a typing game with clear, step-by-step vocal instructions to help me improve my typing skills. This will help me develop typing skills, express my thoughts, and write in my daily journal.

As a child with hearing impairment, I want to play a typing game with colorful, accessible instructions that guide me in learning how to type. This way, I can write about my daily adventures and let my friends understand me more.

Mission Statement

By: VJ

What do we do? How do we do it? Whom do we do it for?

To create an inclusive and engaging typing game that empowers children of all abilities to master typing skills, fostering a love for learning and written expression.

vision

by: VJ

What problem does my organization seek to solve? Why do I believe this problem needs to be addressed? Does this problem matter to other people?

Many children find traditional learning methods boring or frustrating, typing games can offer a fun and motivating way to practice typing, increasing engagement and retention. Teachers and parents are constantly looking for innovative ways to engage their students and address individual needs. Accessible typing games can be used in the classroom to supplement traditional instruction.