Public Awareness using Game Based Learning – [AwareME]-50% Evaluation





GroupID: 2020-054

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Group Details

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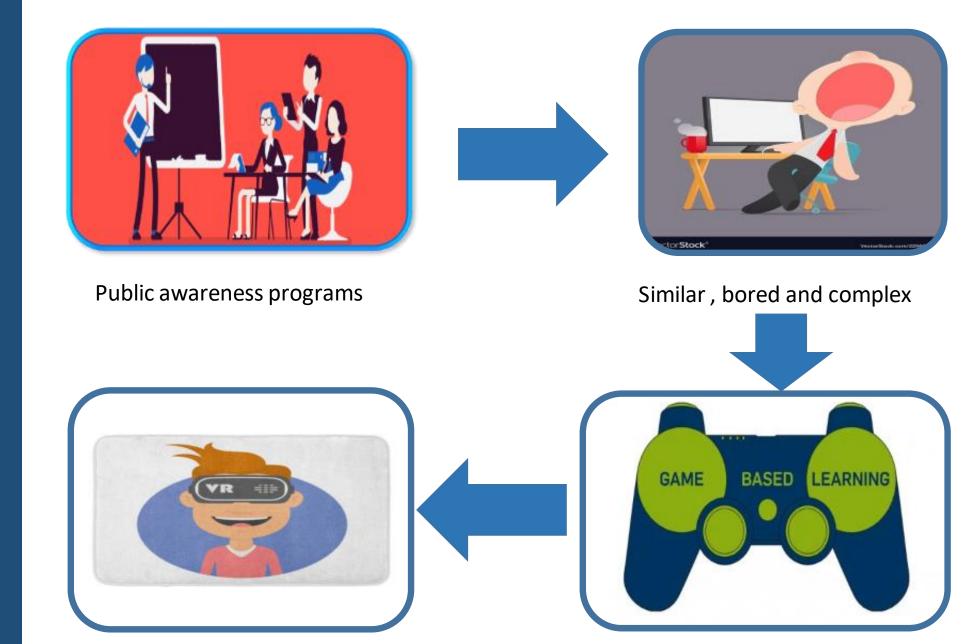
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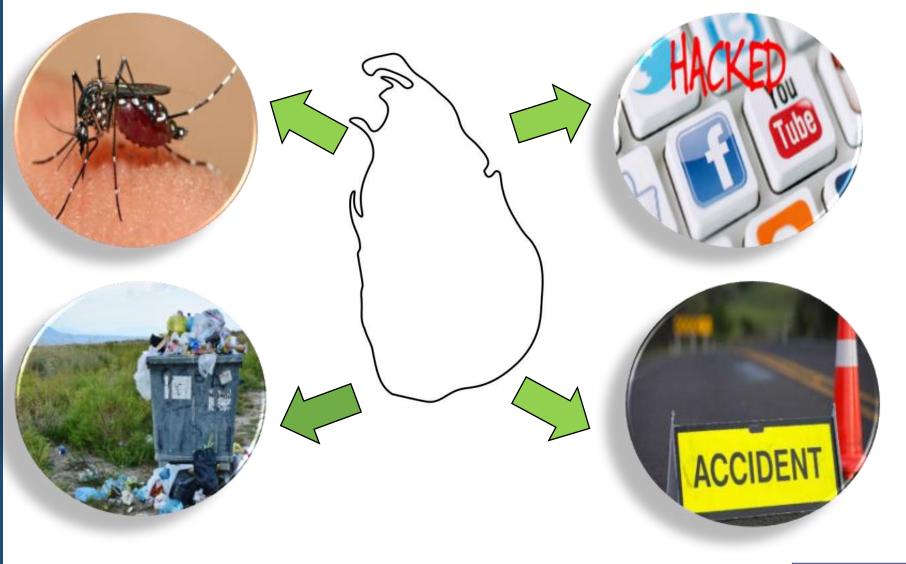
Introduction



Public awareness through game based learning

Research Problem





NO single public awareness platform



Collect feedbacks [Ex: surveys, questionnaires and interviews]



Solutions

Awareness on Health (Dengue Fever)

Awareness on environment (Garbage Disposal)

Awareness on Safety (Road Safety)



(Social media)

Requirement Design **Implementation Gathering and Testing Analysis Determine Audience** Storyboard **Technologies** User acceptable graphical user **Collect Data** interface and **Develop User Current** user experience **Interfaces Awareness Analyse Gathered Data**

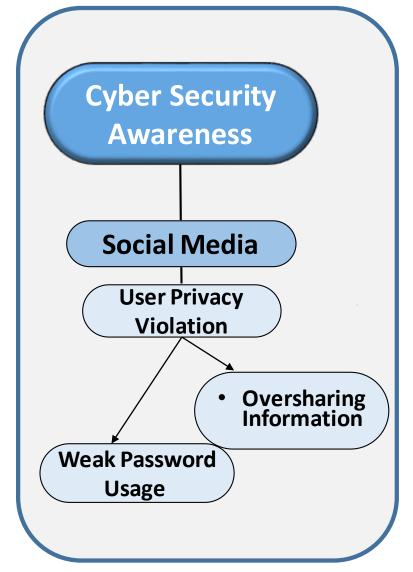
PROCESS

Finalized

Suitable Game



Cyber Security Awareness



Objective: To ensure the privacy & security in Social Media

Requirement **Implementation Gathering and** Design **Testing Analysis** Audience aged above 10. Technologies(2D/ Storyboard User acceptable 3D/VR) Data collection graphical user through Online interface and user Develop User Current surveys) experience Interfaces **Awareness** Analyze Gathered Data

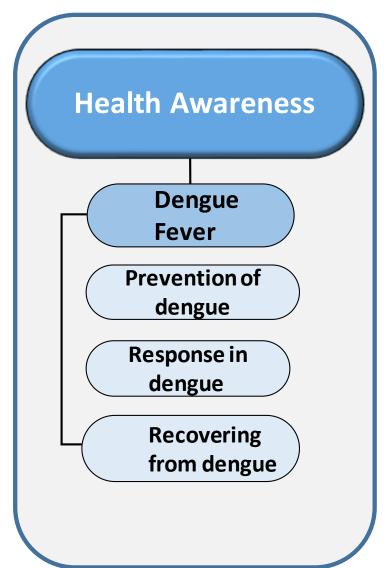
PROCESS

Suitable

Game(quiz/puzzle)



Health Awareness



To improve the quality of people by making them aware on Dengue Fever, using game based learning platform

- Main Objective-To enhance the life span of humans through awareness on prevention of dengue
- ☐ Identified the abilities should improve by the public
- Identified the Most Suitable Game to be implemented
- ☐ Implementing the AwareME Kids Dengue Puzzle Game-2D based game
- ☐ Implementing the AwareME Kids Dengue Action Game-3D based game

Requirement Gathering and Analysis

Design

Implementation

Testing

Determine Audience -Children & Adults Storyboard graphical user interface and user experience Technologies-VR Based 2D -3D Modeling

Develop User

Interfaces

User acceptable

PROCESS

Collect Data-Online Survey

Analyze Gathered
Data-Analyze
Report

Finalized the abilities to Improve

Finalized Suitable Game Design a puzzle game to children

Implement the Puzzle Game to Children-2D Based

Game

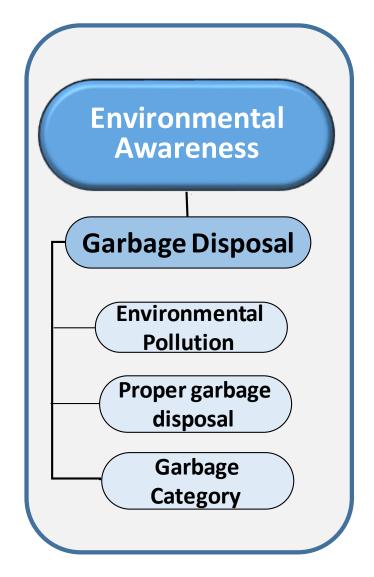
Design a Action Game to Adults

Implement the Action Game to Adults-3D Based Game

Current Awareness



Environmental Awareness



Objective:

To save the nature by effective awareness on garbage disposal

Requirement **Implementation Gathering and** Design **Testing Analysis Determine Audience Technologies** Interface and User acceptable 2D,3D user experience Collect Data – **Google Forum Develop User Current Interfaces Awareness Analyze Data Identify ability**

PROCESS

Finalized Suitable

Game

Child – Action Game

Adult – Quiz Game



Road Safety Awareness



Objectives

 To minimize accidents by enhancing road safety

Requirement **Implementation Gathering and** Design **Testing Analysis** Determine **Audience Storyboard Technologies** User acceptable graphical user **Collect Data** interface and **Develop User** Current user experience **Interfaces Awareness Analyse Gathered Data** Find the suitable Ability **Finalized**

Find the Most

Suitable game

Fond the

improvement parts

PROCESS

Suitable Game

Quiz

Game

Action

Game

☐ Generate players who are aware of the dengue fever, garbage disposal, social media and road safety

Expected Outcome





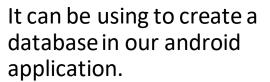
Technologies





Helping build the highestquality apps for Android device.









Unity is the best app for Game development. It can be use for create 3d and 2d model.





Audition is using for audio restoration and sound archive work.





It using for creating visual effects, art, 3D models, developing game.





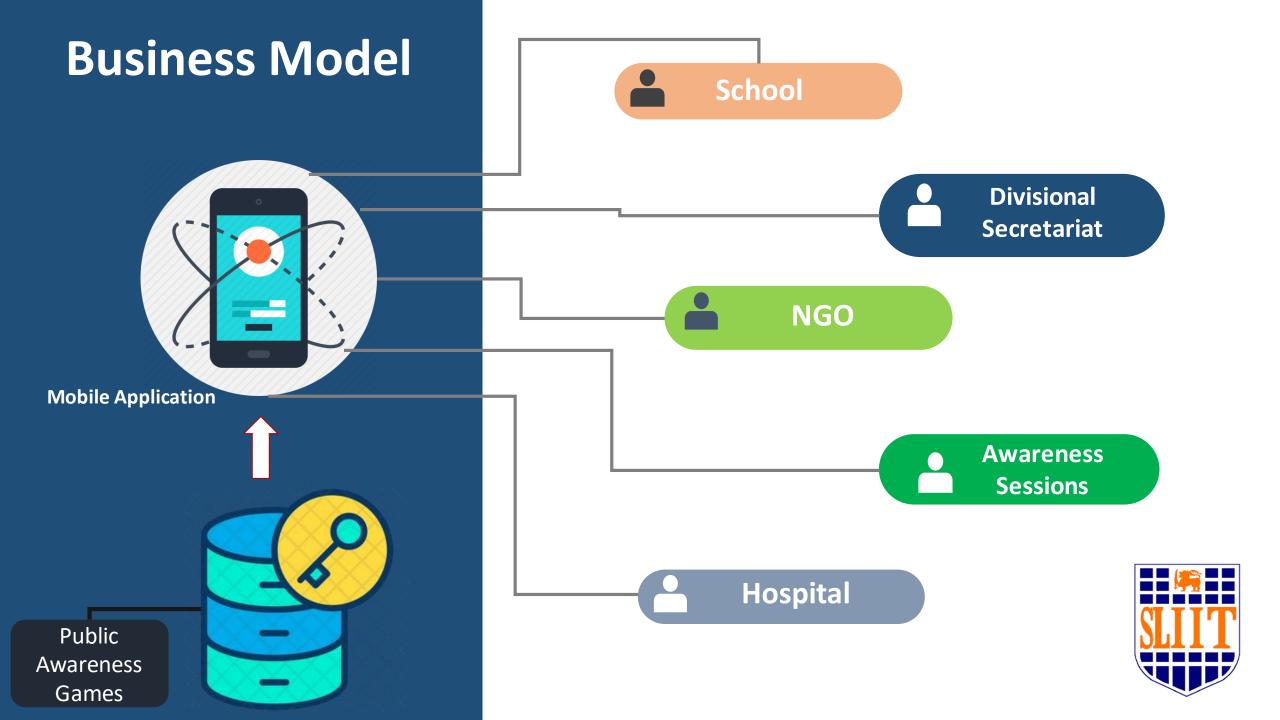
Illustrator is used to create charts, diagrams, graphs, logos.



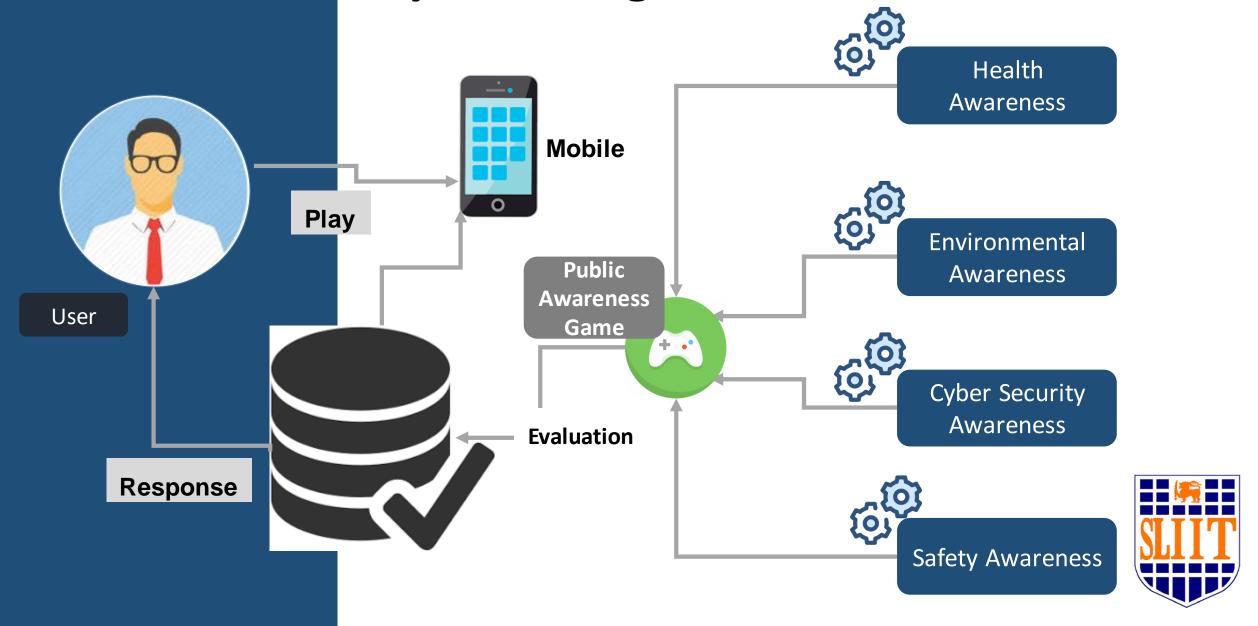


It is using for image editing and creating image compositions





System Diagram



Q&A



