GBL: Software Design Specification

Storyline

Progression
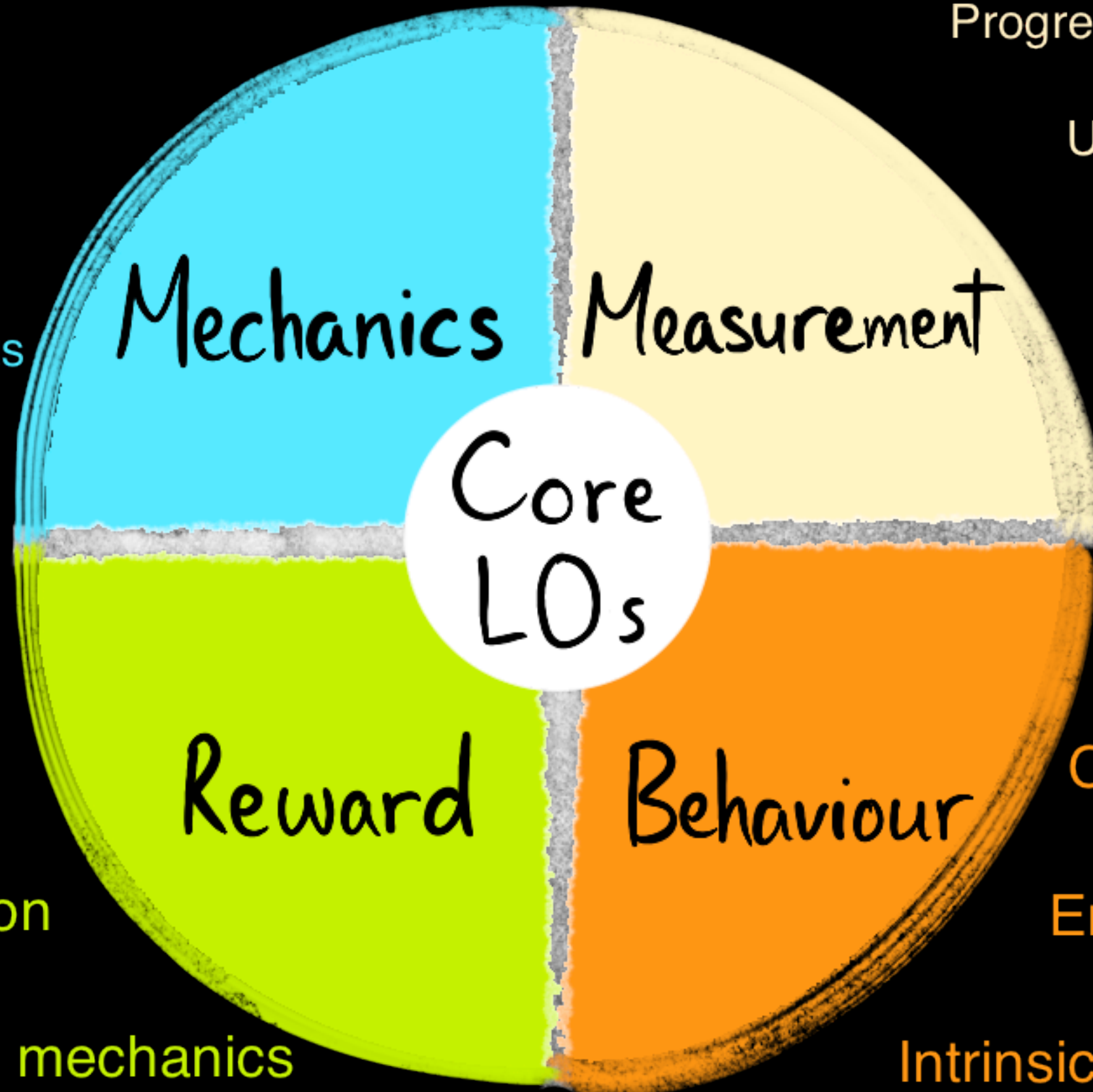
Rules

Game assets

Progression metrics

User feedback

Marking

Mechanics

Measurement

Core
LOs

Reward

Behaviour

Recognition

Unlocking mechanics

Competition

Engagement

Intrinsic motivation

Case Study I : Beam Loading and Deflection

- A standard, sometime boring, experiment for first-year Mechanical Engineering students

- Sample student feedback from previous years (face-to-face laboratory)

The whole lab ran relatively smoothly

The instructions were confusing on how we were supposed to gather the results to achieve the aim of the lab.

Did not understand it and haven't covered it in lectures yet but was still not explained how to do it in lab script.

With the lab being student led it was fairly difficult to complete the lab script as there was a lot of information given off the cuff that we were required to use and it became confusing.