

# College Quest

GG

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● REC



How do you get  
information about  
school life?



From the seniors!

I read the school  
guidebook



I have no  
idea...



I don't know  
any seniors!



# Why do we need this game?



코로나19로 달라진 대학생활 중 **가장 아쉬운 점**은?

What are you most dissatisfied with your college life that has changed due to COVID-19?



↑ 동아리활동, 소모임 등 학업 이외 활동을 자유롭게 하지 못하는 점

Cannot freely engage in activities other than academic activities



↑ 선후배, 친구와 교류가 적어진 점

Less interaction with seniors, juniors and friends



↑ 도서관 등 학교 시설을 자유롭게 이용하지 못하는 점

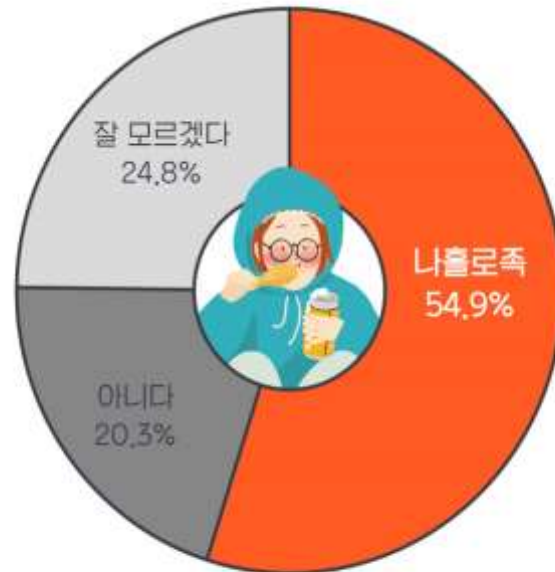
Inability to freely use school facilities, such as libraries



One out of every two college students is "lonely people."

## 대학생 2명 중 1명은 '나홀로족'

※대학생 2,706명 설문조사 결과, 자료제공: 잡코리아 X 알바몬

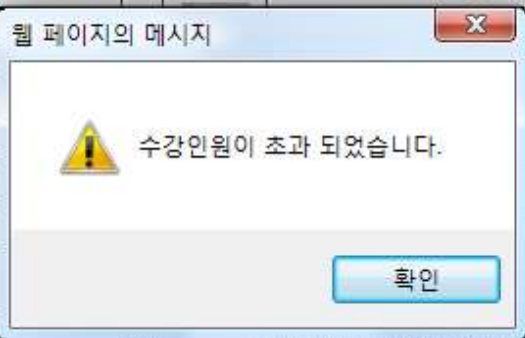


JOBKOREA × albamon

# Why do we need this game?

## Course registration failure

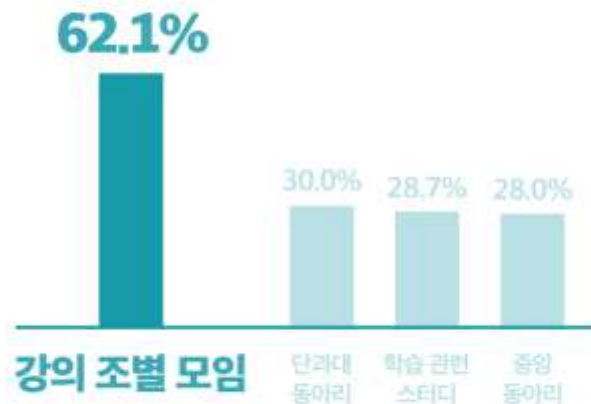
잔여 인원	이수 구분	강좌코드	교과목명	학 점	담당교수	강의시간/강의실	강의 구분
0	01	A1978703	신입생세미나	1.0		수 13:30-14:20 (청403)	
0	01	A1978704	신입생세미나	1.0		목 13:30-14:20 (청502)	
0	01	A1978705	신입생세				
0	01	A4683201	리더십합				
0	01	A4683202	리더십합				영어
74	01	A4689801	사회봉사				
0	01	A5939101	대학전공 계				
0	01	A5939201	미래와미 페	2.0		화 12:00-13:50 (청207)	



## Lots of group projects

### 지난 학기 참여해본 대학 내 모임 TOP 4

(Base: 대학 내 모임 참여 경험 응답자, n=404, 단위: 복수%)



# If you play our game...

1. You can experience college life from beginning to end.
2. Freshmen can indirectly experience college life and design their future.
3. Also useful for current students
4. Relieve stress through games
5. Learn about problem-solving strategies



# Problem Statement

1. School life is very different from high school
2. Many problems during school days
3. It's time to take responsibility for your own life
4. But we still don't know ourselves



진로 결정/선택에 어려움을 경험하고 있다면, 그 이유가 무엇이라고 생각합니까?



구분	응답수	비율
나의 능력과 역량이 대학에 잘 모르겠다	1313	31.7%
나의 흥미와 적성에 대학에 잘 모르겠다	915	22.1%
직업의 종류와 세계에 대학에 잘 모르겠다	758	18.3%
목표를 달성하기 위한 노력 및 의지가 부족하다	584	14.1%
내가 원하는 길에 경제적/사회적으로 안정성이 부족하다	273	6.6%
기타	209	5.0%
내가 원하는 길에 부모님이 원하는 길이 다르다	88	2.1%
총합계	4140	

# Proposed Solution

1. Wouldn't it be possible to feel the hardships of school life by directly experiencing them in the form of a game?
2. Can we not convey our experiences and difficult experiences?
3. Can't we learn a solution strategy through realistic strategies?

# Proposed Solution

The goal is to look back on the difficult school life and find motivation to move forward.

Experience and self-reflection



돌아보기

삶을 돌아보며 나를 알게 된다.



마음빼기

나의 모든 마음을 방법대로 버린다

A wise college life

## 즐거로운 대학생 (Jeonju University)

- iOS application
- explore a virtual campus made with Minecraft
- get school & department information
- for high school students & Jeonju Univ. students

Game link:

<https://apps.apple.com/kr/app/%EC%8A%AC%EA%B8%B0%EB%A1%9C%EC%9A%B4-%EB%8C%80%ED%95%99%EC%83%9D%ED%99%9C/id1529064176>



# Group project simulator!

## 조별과제 시뮬레이터!

- mobile game
- experience lots of events happening in group projects
- hyper realism
- academic simulation

Game link :

[https://play.google.com/store/apps/details?id=com.Studio806.GPS\\_Offical&hl=ko&gl=US](https://play.google.com/store/apps/details?id=com.Studio806.GPS_Offical&hl=ko&gl=US)



# Project Planning


[illegible]

# Role Assignment



김다정

- Planning & Sound
- Mini-game Development
- Testing



김서연

- Framework
- Mini-game Development
- Testing



박종익

- Arts
- Mini-game Development
- Testing



하예솜

- UI Design
- Mini-game Development
- Testing

# Expected Results



- Offer real university life information
- Experience university life in advance
- **Have Fun!!**



Questions?