The Problem –

* Current resources are reading heavy, to a student that is extremely boring if you are not 100% invested in the topic.
* Little to no interactive learning resources on the market covering the topic of classics.
* Majority of games available are aimed at children under the age of 14 making it hard to captivate older audiences.
* Majority of games based around although being close to historically accurate are more about action over educational and informative

The Solution –

* Create a game that makes learning classics interesting – elaborate that it is a good way to communicate with students because gaming is a huge time killer for students when they aren’t studying or doing homework.
* Find a balance between fun and educational.

**Speech Draft**

One a problem in education is trying to keep the attention of students while they are learning, I know that this was a problem for me in a few classes. One subject that suffers heavily from this problem is classics and related history classes, the learning resources used are usually paragraphs upon paragraphs of writing and for students that aren’t 100% invested in the topic that is the most boring thing on the planet, I know for a fact that when I was a student in the school student the only time I truly enjoyed learning history was from watching the movies and documentaries. That go us thinking what is a common hobby or after school activity that students in high school participate in? Video Games.

Our solution for this problem is to create an interactive learning resource in the form of a video game to regain the attention of students taking classics as a paper in high school, we all realise that playing video games is a huge part of a lot of students lives. So what will our resource achieve? What we aim to achieve with this project is to produce a platform that is a fun environment for students to learn the topic of classical history so that students can enjoy the topic. James Gee, A professor of literacy from Arizona State University, whom also holds a degree in psychology from Sandford said “human minds are plug-and-play devices; they’re not meant to be used alone. They’re meant to be used in networks” he also says that gaming allows us to have this network in what he calls” collective intelligence”.

**Arizona State University quote**

https://news.stanford.edu/2013/03/01/games-education-tool-030113/