

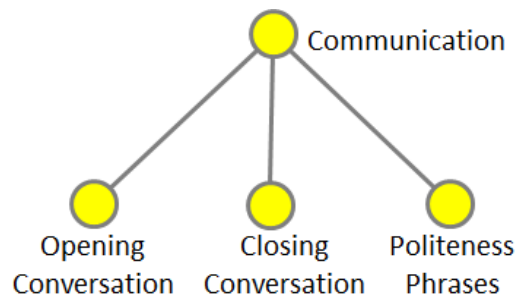
Domain Model Asset

TUGraz – T2.2B – Apache 2.0 – Client-side C#



General Description

The goal of the Domain Model Asset is to model the knowledge domain addressed by the game and representing the subject matter to be learned. In the game development process the competences conveyed by a game are identified. These competences are modeled in a prerequisite structure capturing dependencies (i.e. prerequisites) between competences (see below for an example). This structure can be used for both, the definition of learning goals (in terms of competences) and the identification of meaningful sequences how the learning goals should be achieved. The competence structure structure can be used by other assets or games for competence assessment, recommendations which competences should be learned, goal definitions, and learning progress identification. [TODO: Mapping to game situations]



Pedagogical Value

The main value of this asset is to define a domain knowledge in terms of the competences that should be learned with a game.

Why a game developer benefits from this asset

This asset allows an easy handling of competences within a game

- Bringing in a psychological model of competence development into game design
- Competences conveyed by a game can easily be defined, structured, and related to the game and its game situations in advance
- Other assets can easily make use of existing competence structures

Further Information

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Status: Beta version; Source code and documentation available

Details: <http://css-kti.tugraz.at/projects/rage/assets/>