Game of Research Methods

Project Kick off Meeting

Feb 5 2020

Programme

- Project summary
- Problem
- Goals
- Work packages, Deliverables and Deadlines
- Tasks
- Team
- Partners
- Communication
- First tasks

Project Summary

- Start 01.01.2020 (contract signed 16.01.2020)
- End 31.12.2020
- Duration 1 y
- Budget 71 429 €

Problem

- Learning RM is **boring**

- Low **quality** of game studies

- RM teaching is mostly based on **traditional** instructional methods

- Not enough research **topics** and **supervisors**

Project Goal

Create a learning (adventure?) **game** that increases the **motivation** and **competences** with regards of research methods.

Sub-Goals

- **Database** of research methods
- **Mini-games** about research methods
- **AI** based recommendation system (NPC's)
- **Database** of research topics and supervisors
- **Learning analytics** of players preferences and typical mistakes
- Outcome of the game is **research plan**.

Work Packages (Deliverables) and Deadlines

- WP1 **Needs** analysis [Jan 31]
- WP2 Research process **model** [Feb 29]
- WP3 **Database** of research topics and supervisors [Apr 30]
- WP4 Game conceptual **design** [May 31]
- WP6 Game **development** [Oct 31]
- WP7 **Piloting** [Dec 31]
- WP8 Project **management**

Project Tasks

- **WP1 Needs**
  - Collecting the stakeholders needs (universities, students, industry, …)
- **WP2 Model**
  - Existing reseach models
  - General structure of the research process
  - Details for selection
- **WP3 Database**
  - Collecting supervisors (50, including 25 from industry)
  - Collecting research topics (100)
  - Creating the database
  - Creating a web page

- **WP4 Design**
  - Game concept
  - Minigames
- **WP5 Development**
  - Developing game modules and mini games in iteration
  - Alpha testing
- **WP6 Piloting**
  - Beta testing (50 students)
  - Feedback from stakeholders (> 75% satisfactory)
- **WP7 Management**
  - Communication platform
  - Documentation

Project Gantt Chart

WP	Start	End	Dur	J	F	M	A	M	J	J	A	S	O	N	D
0 Srtart	Jan 01	Jan 01	0,0	■											
1 Needs	Jan 01	Feb 01	1,0	■											
2 Research Process Model	Feb 01	Mar 01	1,0		■										
3 Database	Feb 01	May 01	3,0		■	■	■								
4 Conceptual Design	Mar 01	Jun 01	3,0			■	■	■							
5 Development	**Jun 01**	**Nov 01**	**6,0**						■	■	■	■	■		
5.1 Game world	Jun 01	Jul 15	1,5						■	■					
5.2 Game mechanics	Jul 15	Aug 01	0,5							■					
5.3 Game characters and items	Jun 01	Sep 01	3,0						■	■	■				
5.4 Game story and Dialogues	Jun 01	Sep 01	3,0						■	■	■				
5.5 Sound and voice overs	Sep 01	Oct 01	1,0									■			
5.6 Alpha testing	Oct 15	Nov 01	0,5										■		
6 Piloting	Nov 01	Dec 15	1,5											■	■
End	Dec 31	Dec 31	0,0												■

Project Budget

Item	Cost
Labour	47 620
Traveling	1 393
Hard- and software, materials	4 980
Subcontracting	0
Seminars and meetings	3 150
Overhead cost	14 286
Total	**71 429**

Team

- Ralph Söthe-Garnier - DES
- David Robert Upshall - DES
- Peadar Callaghan - DES
- Roman Gorislavski - DEV
- Ahmed Mohamed Said Anwar Elshenawy - DEV
- Osman Sinan Emiroğlu - DEV
- Elena Gorshkova - ART
- Iryna Selina - ART
- Asian Hõ - ANI
- Oluwafiyikewa Aigbovbioise Alawode - SND

- Martin Sillaots - PM
- Mikhail Fiadotau - PA
- Tobias Ley - EXP
- Triinu Jesmin - EXP
- Kai Pata - EXP

External Partners

- IGDA Estonia - Marianna Krjakvina
- Mainor - Marge Robam
- EBS - Ülle Pihlak
- UT - Madis Vasser
- TalTech GameLab - Ingvar Lond
- Jyväskylä - Tanja Välisalo
- Utrecht - Remco Veltkamp

Communication

- **Weekly meetings** - 1h (preferred day and time: Th 15:00 - 16:00)
  - LIFE RM game project meetings on Th 17:00 - 19:00
- **Workspace** - GitHub ?
- **Chat** - Slack ?
- …

First tasks

- **Ideas** for the general game concepts
  - What genre: adventure, RPG, strategy?
  - What theme and stile?
  - What story?
- Ideas for mini games and **challenges**
  - Ideas from the course of Research Methods
- What **role** you would like to take?
- Estimate the **contribution** you can make
  - Expected workload 25% (10 h per week)
- What are your **needs** as a user (student) for this game?
  - Small empirical study