Questions for the commissioners – IN4302

* Ask for a description of the idea of the commissioner based on what was written in the PDF
* Do we have access to the MOOC?
* What is the relation between the MOOC and the game?
* How linked should the game be to the MOOC actual contents?
* Should the game come back for every week of the MOOC?
* What is the MOOC about? Is it about construction of wind turbines? Is it more about the movable parts (foils) or just the wind turbine in general? Is it technical or not that much? Is it just an introduction? Is it about conventional wind turbines or does it also present other wind turbine concepts (flying kites)?
* Does the MOOC also concern the logistics that is used for the wind turbines? If so, are only conventional turbines used or offshore turbines with the different types of mooring?

Requirements:

* Has to be online? What is meant by that?
* Specific learning goals? Are there any? What are they?
* Should it be only individual or maybe a group mode?
* Should we build the turbine gradually or else?
* What do you expect that the user will have achieved after having played the game?

Objective-wise:

1) Engaging students:

How is the approach that he thought?

How is it expected for us to approach that?

Define addicting, is he basing it on competition?

2)Allow students to build and operate a wind turbine:

Define trying and failing? Visualization and interaction with the MOOC

We need an overview of what needs to be done calculation wise from the system

So based on the initial design document for the interface, how in depth should the levels of expertise get? (In example additional options for the levers and/or physics)