Meeting 10 November 2015 – First meeting with the commissioners

* MOOC started 5 months ago
* Using game for the students (learn from playing, be excited, finish the mooc)
* Build the game that works and use it directly, or come up with a good idea of what the game could be.
* One big disadvantage: been taught about wind energy. Could also come up with an idea of hos it would work for the students
* Idea based on three things: something different and better, heard about gaming in education from the delta and used to play AoE back in the days and thought the idea of teaching WE by studying science and physics might not be attractive.
* A game could be about building a wind turbine.
* Working on videos for the mooc. Maybe the game is not enough. Game has help buttons that lead to a video.
* The first idea was that by playing the game you would learn and be graded.
* Entry level of the game is middle of the bachelor or early entry masters. But not necessarily having an aerospace degree. No experience on WE or CT should be needed to play the game.
* This could be for people that have jobs or are studying. They get home late. And they have an hour of half asleep brain to do something.
* Maybe grading is too much, feedback might be better.
* Could be competition between the different players.
* Web based, online. Could be
* The game could scaled over the levels.
* Check the game Windfall.
* Could be both turn based or live.
* Not self contained would only apply to students that have not finished.
* Entry level should be low enough.
* Wind turbines are boring.

Meeting 1240 Friday 13th