

Cpts 421 - Gamification

Team Name: Formed Fiction

Group Members: Wai Fong (Team Leader)
 Sung Su Park
 Wai Lok Cheng
 Zachary Moore
 Casey Riehle

The Issue

- Students lacking in motivation to do well in their academics
- Finding a fair solution that can benefit both students who are lacking in motivation and rewarding those who are doing well in their academics
- Withhold reward from students who are not trying to do better instead of punishment
- Create a solution that appeals to a broad range of students
- Minimize extra workload created for the professors and the institution

The Solution

- Creating a game that any student can play
- The game is based off of an effort based system
 - The more effort the student puts in, the longer they can play
- Can utilize clicker attendance to measure student effort
 - If the student is going to class or not
- Can consider assignments turned in during labs and classes as effort
 - Requires cooperation from professors and TAs
- Has multiple minigames each with a different type of gaming characteristic as their selling points
 - Students will take a BrainHex survey to determine their gaming preference.
 - Data will be collected and examined to see how effective the games are compared to the player gaming preferences.

Solution Approach

- Utilized Unity as our game design program
- Incremental progress rate functions (rate at which levels are gained)
- Divided up games between all team members
 - Incremental (holds minigames together)
 - Mastermind (thoughtful puzzles)
 - Conqueror (provide a challenge)
 - Seeker (engaging narrative)
 - Database

Results / Demo

Incremental: The overarching game which tracks the player's overall progress. It is connected to each minigame and acquires bonus progress when the player progresses in any of the minigames.

Mastermind: Puzzle games which challenges the player to think deeply to find a solution.

Seeker: A game for those who enjoy storytelling with some RPG settings.

Conqueror: A shooting game which the player fights through waves of attacks to defeat bosses and utilize drops to upgrade themselves.

Plans for next semester

- Distributing the game to various people for feedback.
- We also plan to put some time during summer to balance the current game.
- Have certain WSU courses distribute the game to students beginning Fall.
- Continue to refine the games and possibly include new games for different player gaming preferences.