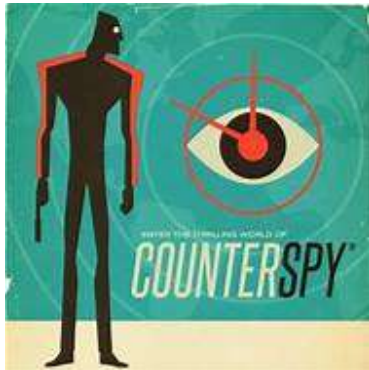


<CounterSpy type Learning Game>

**Project Brief: CounterSpy Game with IBM Skills Build Integration****Problem Statement**

The objective is to design an engaging and educational game based on the CounterSpy universe. The game will incorporate elements of Artificial Intelligence (AI) to create an immersive experience. Players will enhance their gameplay by answering questions related to IBM Skills Build AI, Cybersecurity, and Data Analytics badges, thereby integrating learning with entertainment. This project aims to make IBM Skills Build more interesting and encourage players to learn.

Problem Specifics

1. **Educational Integration:** The game should seamlessly integrate educational content from IBM Skills Build badges, making learning a core part of the gameplay.
2. **Immersive Experience:** Utilize AI to create a compelling and realistic CounterSpy environment.
3. **Engagement and Motivation:** Design game mechanics that motivate players to learn and improve their skills in AI, Cybersecurity, and Data Analytics.
4. **Interdisciplinary Collaboration:** Encourage collaboration among students from various disciplines, including computer science, design, education, and business.

Product / Service Requirements (High Level)

1. **Game Design:**
 - o **Theme:** Based on CounterSpy, a Cold War-era stealth game.
 - o **Gameplay:** Side-scrolling stealth game where players infiltrate enemy bases to prevent nuclear launches.
 - o **Boosts and Card Quality:** Players earn boosts and improve card quality by answering questions from IBM Skills Build badges integrated into the game.

2. Educational Content:

- Base questions and answers from the IBM tutorials in IBM Skills Build
- **Adaptive Learning:** Implement AI to adapt the difficulty of questions based on the player's progress and performance.

3. Technical Requirements:

- **AI Algorithms:** Use AI to personalize the learning experience and adapt gameplay.

4. User Interface and Experience:

- **Intuitive UI:** Design an intuitive and user-friendly interface.
- **Engaging Visuals:** High-quality graphics and animations to enhance the gaming experience.

Expected Output

1. **Game Prototype:** A working prototype of the CounterSpy game with integrated educational content.
2. **Question Bank:** A comprehensive and categorized question bank from IBM Skills Build badges.
3. **User Testing Report:** Summary of user testing results, including feedback and iterations made.
4. **Final Presentation:** A presentation showcasing the project, including a live demonstration of the game.

Look OK Craig?

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