

# Makahiki: An Open Source Game Engine for Energy Education

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## ABSTRACT

In this paper ...

## Categories and Subject Descriptors

L.5.1 [Game-based Learning]: Gaming

## General Terms

Human Factors, Games, Education, Motivation

## Keywords

Serious Games, Education, Gamification

## 1. INTRODUCTION

Energy education .....

## 2. RELATED WORK

Our research draws on work from multiple areas. First, ....

[1]

## 3. SYSTEM DESIGN

### 3.1 Requirements

The requirement is ....

### 3.2 Architecture

The architecture is ...

### 3.3 Game Mechanics

The game mechanics is ...

## 4. EVALUATION

In Kukuicup.....

## 5. CONCLUSIONS

From the above .....

## 6. DISCUSSIONS

Further discussion is ....

## 7. ACKNOWLEDGMENTS

it is a location for you to acknowledge grants, funding, editing assistance and what have you.

## 8. REFERENCES

- [1] R. Brewer, G. Lee, and P. Johnson. The kukui cup: a dorm energy competition focused on sustainable behavior change and energy literacy. In *System Sciences (HICSS), 2011 44th Hawaii International Conference on*, pages 1–10. IEEE, 2011.