

## CAPSTONE COMPARATIVE ANALYSIS

<https://www.kqed.org/mindshift/34761/10-free-online-educational-game-sites>

### Website 1: Teach your Monster to Read

[https://www.teachyourmonster.org/teachyourmonstertoread?gclid=CjwKCAjwl6OiBhA2EiwAuUwWZU2tdm-fsTxT9FvtPFih3JUQ4NwSVVKHj3K55JO9mWuBOULblz9fExoCJvAQAvD\\_BwE](https://www.teachyourmonster.org/teachyourmonstertoread?gclid=CjwKCAjwl6OiBhA2EiwAuUwWZU2tdm-fsTxT9FvtPFih3JUQ4NwSVVKHj3K55JO9mWuBOULblz9fExoCJvAQAvD_BwE)

#### Analysis:

- This is a children's game geared towards teaching children to read. I wasn't able to play the game, but noticed the interface and design/UX choices that I may want to implement in my project. Visually, it was very appealing, with lots of rounded edges/circles, movement/animation on videos, lots of color (but in pastels), and lots of illustrations of animals and such. Lots of interactions that bring you in and make you want to watch a video trailer, to see how it's played, and so on.
- Right when you go on the website, you see a kid holding out an iPad screen to easily imagine playing the game. Everything is very appealing and inviting in a sense that it looks fun, welcoming, and cute. Text is also minimal and very concise. The images are geared towards children, while the text talks to the parents and schools. There is a little bit of large, short text that is geared towards kids to invite a feeling of "magic" or excitement.
- I also noticed that there is an option to sign up/sign in as a student, teacher, or parent, then to add a name or nickname.

### Website 2: Goosechase

<https://www.goosechase.com/>

#### Analysis:

- This is an interactive app for both children and adults. It can be used for schools (high schools, etc) to boost spirit, or within families, or other organizations for events. It's a scavenger hunt app that allows you to post/add photos (and I believe videos) in real time, to find different things - one example shown is of a dog taken in real time by a family member to their family.
- The user interface is extremely clean, appealing and also fun. It's very minimalistic without too many words, but with just enough to explain the concept (to adults). It has icons and some minor animations as well. The illustrations/icons help demonstrate the "easy" process. Random illustrations such as a goose running or geese playing are added

for fun illustrative effect, and remind me of a child's storybook (along with the tan background color). Specific examples using screenshots of the application are used for different purposes that people would want: recreation, onboarding, campus orientation, k-12 education, and team building.

- Lots of really nice scroll effects and subtle animations. Lots of screenshot images of the application, with arrows and labels that are easy to follow and navigate.
- For the k-12 section, it shows on the dashboard that they have "Missions", and for each of them (such as taking the photo with the librarian), you're rewarded with 300/other points. There's also a points overview/total, a profile name/picture/icon, and ability to go "Live". You can add missions. The title of the hunt is at the top too, titled "School Building Hunt".

## **Website 2: National Geographic Kids**

<https://kids.nationalgeographic.com/games/puzzles/article/puzzles-habitats>

### **Analysis:**

- This website has many different games for kids to learn about what's in national geographic. What I looked at was the puzzles option, but there were lots of solid options to gain inspiration from. The puzzles opened, and you could choose easy, medium or hard level each indicated with stars too. You could also choose the shape of the puzzle piece that you wanted. You could also choose which image you wanted to puzzle together. Having lots of options for children helps engage them and make them feel like they are the one wanting to stay and play the game; that they have control. The aspect of having options and choosing one is fun in itself too.
- Types of games/examples are shown in circles after clicking on the puzzle option. The effects/animations are smooth as you click on each to view the option. The background changes each time as well. Also the main game screen does not take up the entire desktop screen, but is a smaller rectangle in the middle (as I've noticed with many of these kids games websites). There's an icon to turn on and off sound. The play buttons are very shiny-looking and have cute, satisfying animation.
- A puzzle of the seal or illustrations to represent its meanings/history might be a good idea to pursue.
- <https://mrnussbaum.com/collage-world-online> - Another puzzle example: you can drag and drop images of each country and put it onto the continent. You get 3 choices of which image you want for each country puzzle-piece that you drag.