„Serious game for IT Projects Management “

1. IT Project Management
   1. Research literature and the internet for different approaches how IT Projects are managed in real world environments.
   2. Search also for serious games to create an idea of your app and to have a sort of blueprint for the implementation.
2. Code
   1. Android Studio Tutorial
   2. Serious Game
   3. Gamification

The game design will follow the following logic:

An (introductory) text for each chapter, where a component of management will be described. (The length of it is still discussable). After the user has read the text, a set of questions regarding the text will appear. For simplicity’s sake, each question has four alternatives. The user selects the one(s) he thinks are correct, and then the layout flips itself and the user sees which alternative(s) is(are) correct (colored: green), which aren’t (colored: red) and a (short) explanation. The user get’s points (the number is still a design question) for each correctly guessed question (not alternative). At the end of the chapter the user gets his chapter points and the total points, that he has achieved until now.

Gamification is not there. Interaction with the elements of the game.

Taxonomy of serious games(google). Games as work

Look a lot of serious games

Game tutorials for android. Pick a topic and around it you develop your game

For this week : Theory and Related Work, Tutorials for our Android World for the next two weeks.

Google SpriteKit-mäßige Sachen.

Ansätze und Inhalte in einem Game verbinden

Kickoff:

Introduction (2 Quellen)

Beschreibung der Arbeit, was hast du bis jetzt gemacht, was ist das Hauptziel

Timeline