Development

-Write about Android Studio

-Write about Cocos Creator

-Game Design

The paradigm of the app is “Learning by playing”. It is the core value of a serious game and during the designing of the games, it was repeated constantly as to not lose sight of it. On that note, there are a lot of elements of gamification that sometimes get interchanged and regarded as serious game ones, but asking repeatedly “is the user learning by having fun?” always redirects to the right route.

The strategy behind this android app is pretty simple:

* Let the user play an easy minigame, initiating cognitive engagement
* KISS: Keep it(the game) short and simple, not mentally challenging
* Give instant feedback, especially negative one, to ignite a sense of competition user vs app
* After a successful attempt, give an relatively enthusiastic positive feedback and directly start with the teaching of a concept intended. Because of the small window between the positive feedback and the teaching, subconsciously a positive relationship will be created with the concept
* It is also very important to keep the teaching relatively small, as the user might be tempted to go to the next minigame and not read it. The feel good chemicals released from the brain during playing[[1]](#footnote-1), make him/her crave another game instead of a long boring chain of characters, that take a whole page. If however a small text is provided, containing just the essence, and enriched with bullet points lists, than the teaching has a very big chance to be read and understood.

As mentioned on the “Related Work” section, there is a plethora of apps to be found, which teach the same concepts and theory, but none of them in a very fun and engaging way. The mantra behind this project is to engage the user as much as possible, both intellectually but also to a certain degree, physically, i.e. by interacting with the screen of the device. In touching items, moving them around to their designated place, getting instantaneous positive or negative feedback, are all crucial components of the implementation.

- Where does the content come from?

The teachings of the app are extracted from the PMBOK(reference) but also from interesting pictures, charts, i.e. graphical representations of different concepts found online. Programmers know that reusing content available adds to the quality of the final product. The content found adds a nuance of humor, thus engaging the user more into playing. The goal of the design is to subconsciously map inside the brain of the user, the game to an activity that brings fun, not one that merely shows concepts a software project manager should know at the tips of his fingers. That would create a sense of anxiety for the interactor with the app, especially if he/she is an aspiring PM, or an actual one which wants to learn…

1. https://technologyadvice.com/blog/information-technology/activate-chemicals-gamify-happiness-nicole-lazzaro/ [↑](#footnote-ref-1)