Participatory development of serious educational games with dynamic difficulty adjustment

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Teaching Activities



Year	Class	Туре	СН
2017/18	IIS	Project	98,8
	ITW	Lab	48
		Project	56
		Exam	10,5
	WAP	Project	65
		SP	12
		BP	36
		Summary	326,3

Table: Teaching activities overview.

Accomplishments



- Article presentation at WorldCIST'18 conference
- Collaboration on writing the project task and computer exersices for ITW
- Development of new gamified computer exercise for learning jQuery for ITW students
- Created presentation about grid layouts and CSS frameworks usage for ITW course
- Questionnaires studies about students satisfaction with the new exercises approach

Publication Summary



Туре	Accepted	Rejected	Review	Total
Conference paper	1	0	0	1
Journal entry	0	0	0	0
Invited speech	0	0	0	0
Software	2	0	0	2
Poster	0	0	0	0
	0	0	0	0

Table: Summary of overall publication activities.



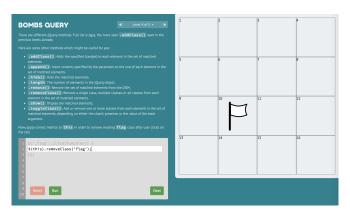


Figure: bombQuery level example



This year progress

- I am going to finish the article about the recognition of areas of significance on dashboards, in collaboration with Jiri Hynek
 - Studying the impact of Gestalt principles on the location and content of dashboards widget
 - Using developed Generator to create a set of dashboards interfaces for testing purposes
 - Testing and evaluation
- I am going to finish the article about the impact of using gamification in higher education
- Study the results of students questionnaires
- Create participatory scheme for further gamified tasks development
- Describe the use case of the bombQuery game for teaching jQuery

Thank You for Your Attention!