

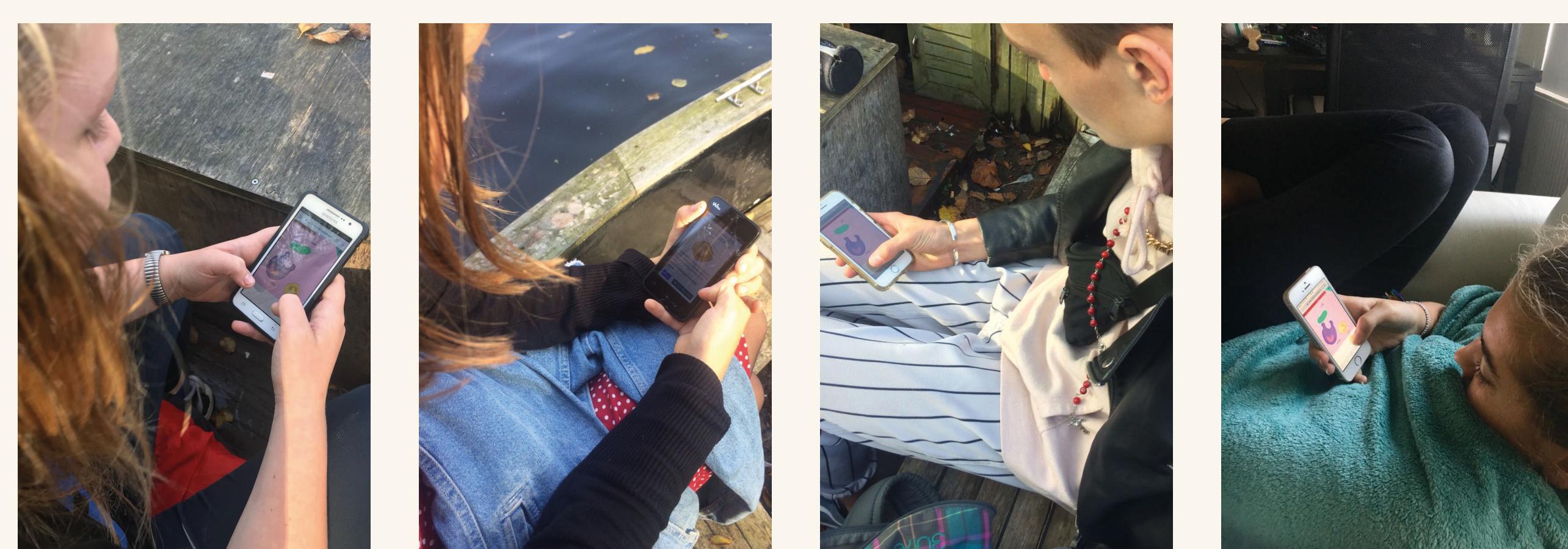
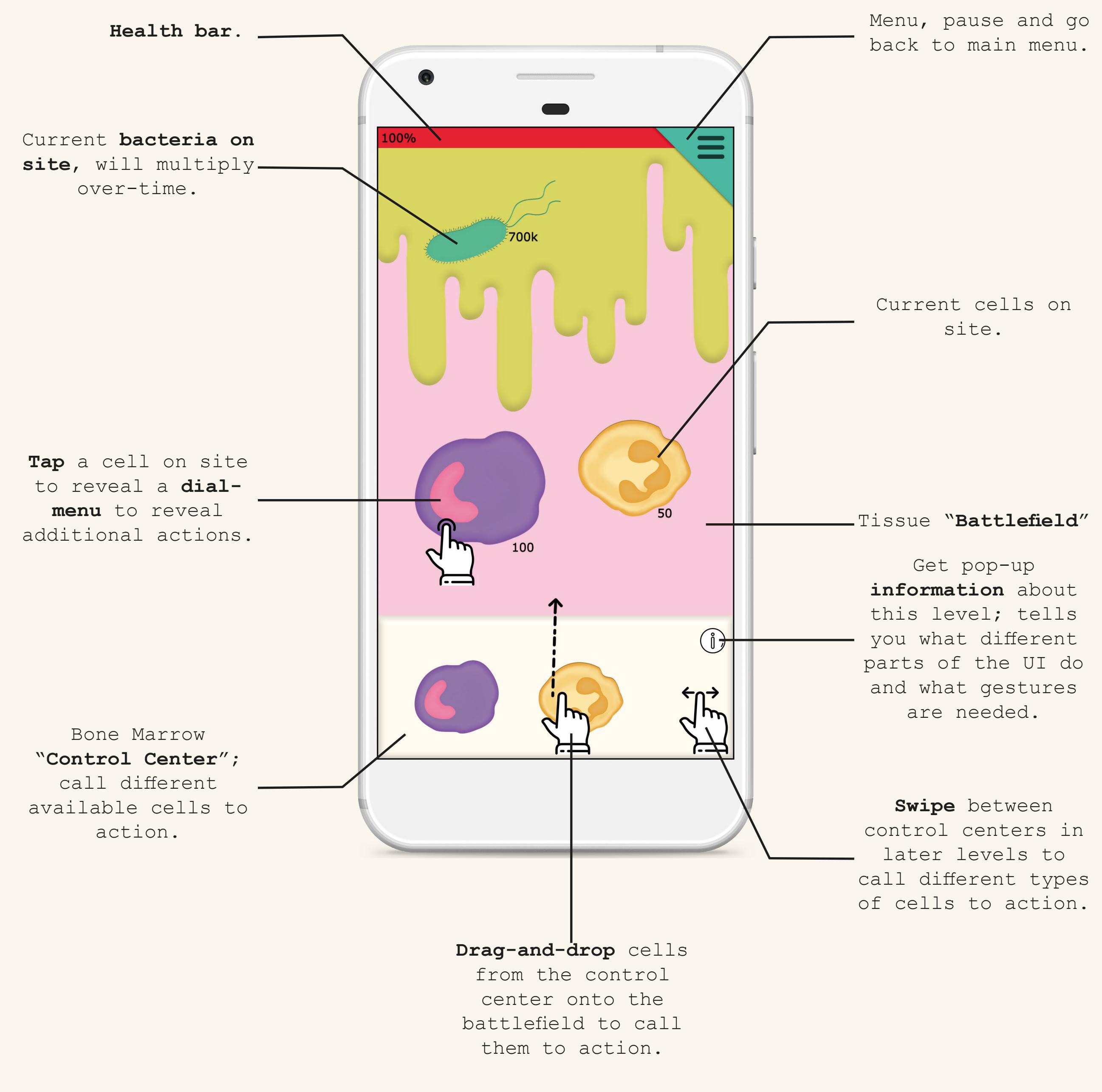
WRECK SAM

AN INTELLIGENT SERIOUS MOBILE GAME

PROBLEM

Secondary school students in the Netherlands face difficulties when preparing for exams because they lack the motivation to study and engaging with abstract learning material can be challenging. Effective preparation is prevented because of boredom, low motivation and frustration [1].

INTERACTION DESIGN

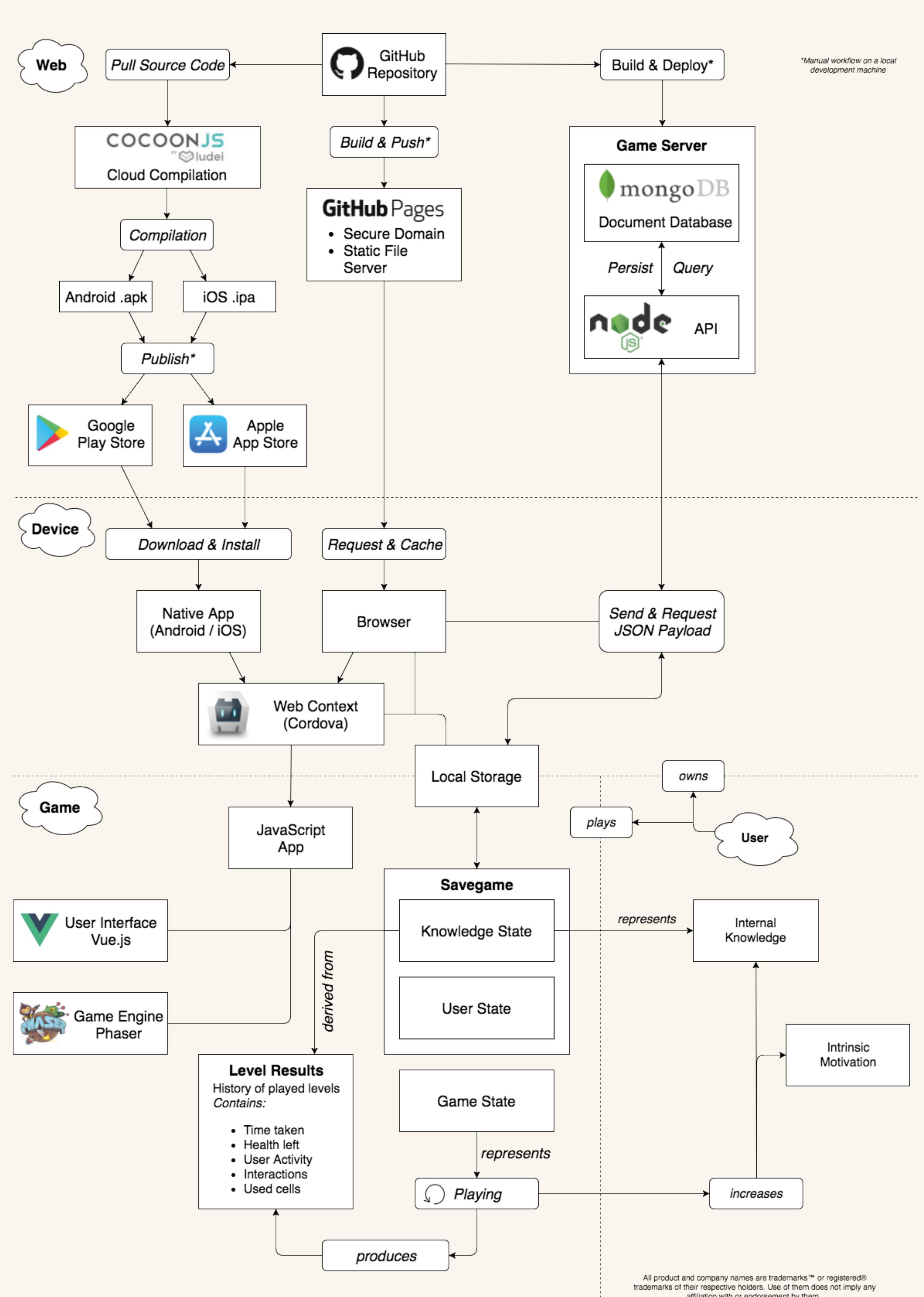


Prototype Testing with four HAVO students from GGCA 15-16 years old.

PROPOSED SOLUTION

Wreck Sam is a mobile game designed to be used as a **complementary learning tool**. Secondary school students who learn about topics through mobile games are more engaged and gain more knowledge compared to others using only traditional learning techniques [2].

SYSTEM



REFLECTION (DISCUSSION)

- Multi-player / social play
- Students without a smartphone
- Time for testing the prototype: Field trials and interviews
- Value of parents and teachers in contrast to the game
- Non-ideal usage of the game (e.g. in school)
- Other people solving levels

FUTURE WORK

- Extracting and generalizing the core system for other topics
- Connection to the teacher and classroom activities
- Implementing multipayer and social aspects
- Researching the role of teachers and parents within the system
- High fidelity graphics and animations
- Publishing to the app store
- Field trials and interviews with students



References:

- [1] Sherno., D. J., Csikszentmihalyi, M., Shneider, B., and Sherno., E. S. (2003). Student engagement in high school classrooms from the perspective of flow theory. *School Psychology International*, 18(2):158-176
- [2] Huizinga, J., Admiraal, W., Akkerman, S., and Ten Dam, G. (2009). Mobile gamebased learning in secondary education: engagement, motivation and learning in a mobile city game: Original article. *Journal of Computer Assisted Learning*, 25(4):332-344



Gokkie Wiegers
Jop Brandenburg
Jerom Fernig
Marc Vornetran
Maaike Koolbergen

TRY IT OUT!
Scan the QR code >
or visit:
tinyurl.com/wrecksam

