

Debrief of Game-based Learning: ProgGames

Taught Masters MSc Project

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The main aim of the project was to create and develop a local multiplayer educational video game that allowed students the opportunity to test their knowledge against their peers. This would allow the students the chance to support and challenge each other's knowledge. The main objective of this evaluation was to understand how students react to the challenges introduced in a game environment and an educational environment, and whether multiplayer functionality increases the engagement and focus needed to increase learning outcomes.

Do you have any questions or comments about the experiment?

If there are any further questions, please feel free to use the contact information below to get in touch with me or my project supervisor.

Thank you for your time and your help.

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