

Introduction to Game-based Learning: ProgGames

Taught Masters MSc Project

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The aim of this project is to understand whether multiplayer functionality in a game-based learning environment impacts the challenges and focus needed to increase student's learning outcomes. The project uses a multiplayer system that allows students to challenge each other's programming knowledge. This experiment uses a single and multiplayer mode to help us understand the potential benefits of multiplayer game-based learning.

It is important to note that this is not a functional prototype or a final design. Some features outside of the tasks we give you may not be implemented; as a result, not all buttons in the game may work.

For this evaluation you will be asked to complete tasks within the game environment. After each set of tasks there will be a questionnaire about the portion of the game within the tasks. At the end of the evaluation, you will complete a questionnaire about your overall experience with the system. For this evaluation, you will be acting as a student for the first task of the application in a single player environment., and a student for the second task within a multiplayer environment.

Please ask questions if you need to, and please let me know when you are finished with each page. You are welcome to withdraw from the experiment at any time.

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