Ideas and Concepts Discussed in Lectures

- 1. Gamification of Learning -
 - a. What: Which is the concept of learning from games allows us to evolve our learning and creativity
 - b. Why: Games are entertaining, which incentivizes us to play more, and if you are being educated, not only are you being entertained by the game itself, but you are also being educated with the knowledge the game has to share, for example in my project, my main through process was as following, I personally enjoy games, and I know many of the younger generation also enjoy playing games, how can I merge the 2 concepts together to make for a beneficial experience for kids
 - c. How: By allowing gamification of learning, it incentivizes us to become better, by learning more and also progressing through the game more, it gives us a sense of accomplishment when the game is completed, but also gives us the satisfaction of learning and not spending all our times on games that are not educational

2. Rhizomatic Learning -

- a. What: The concept of plan, do, study, act, which shows a good procedure of how to learn effectively, in my project, I would first attempt making things on my own, then if I failed to do so, I would then move to online resources to see what I could find on the concept
- b. Why This is a more effective strategy to learn as it simulated real life learning, you first plan out what you are going to do, then you attempt it, then study based off short comings and how you can possible improve at it, then act upon your studying, which can loop back to doing once again, and improving upon your

actions, this will effectively allow you to learn from your mistakes in a constant cycle whilst receiving feedback of what you can change to implement it correctly next time

c. How - when working on specific parts, such as importing a character, I first tried to find character, in which I was successful in finding character body2d (character model), then I had to import a model for the character but was unsuccessful in doing so, which promoted me to study, and so I search online on how to do it, after studying, I acted and fixed my mistakes, rinse and repeat and we are at a fully functioning game