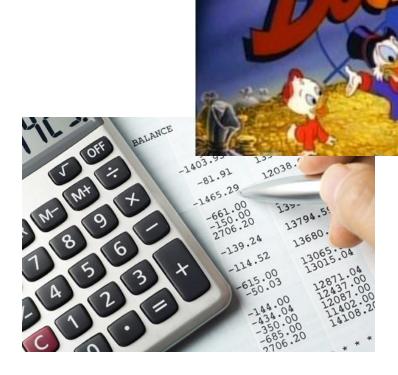
Duckountancy

The bookkeeping adventures of Scrooge McDuck

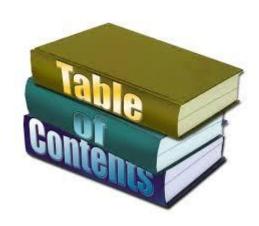
Serious Games:The Concept 22-04-2015

Marc Jacobs
Johan Assink
Nicky van Oorschot
Kevin Wezeman



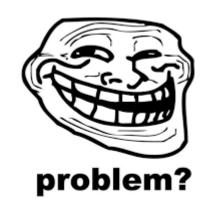
Contents

- Problem
- Goal
- Story, Characters and Scenarios
- Modules
- Score System
- Community
- Activity Diagram
- Questions



Problem

- Managing finances
- Bookkeeping
- Personal Money
 - How much do you have
 - How much do you spend
- Freelance
 - Expensive
 - Own bookkeeping
 - Wrong data
- Boring and theoretical education





Goal

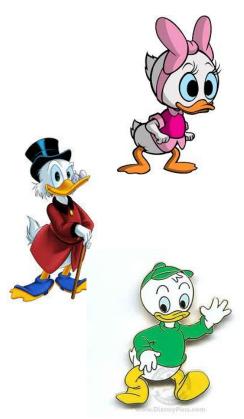
- Innovate bookkeeping education
- Less boring
- Real world scenarios
- Submit own scenarios
- Crowdsourcing





Story, Characters and Scenarios

- Story
 - Story based on Walt Disney's Ducktales
 - Scenes for scenarios
- Characters
 - Selecting a character
 - Characters correspond to a role
 - Young adult (Webby)
 - Entrepreneur (Scrooge)
 - Treasurer (Louie)
- Scenarios
 - Choose a level after character
 - Example: Entrepreneur
 - Freelance
 - Startup with employees



Modules

- Learning part
- Bookkeeping quiz
- Small explanation
- Outcome determines storyline
- Failed tests reappear
- Pass all the tests to complete the story



Score System

- Story outcome
- Decision time to answer question
- Final score determines character
 - Example: Bad score = Turbo McKwek

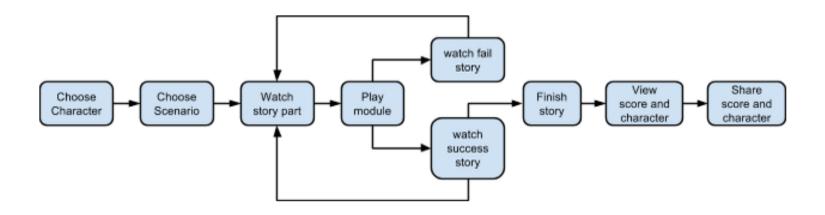


Community

- Post result on social media
- Challenge friends
- Raise awareness
- Creativeness
 - Create own character
 - Attach own scenario
 - Dynamic building blocks



Activity Diagram



Questions

