



**Strathmore**  
UNIVERSITY

**Bachelor of Business Information Technology**

**Special Topics in Information Technology – Game Programming**

**BBT 4406**

**Week 1 Class Exercise**

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*Complete this exercise in your groups*

*Submit a docx/pdf on google classroom by 5:30 pm*

*Remember to include your admission numbers*

*112296*

*113423*

*112805*

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**Question 1:** What game defining characteristic(s) seem to have been omitted in each case? Explain.

1. In the case study of educational game designed by kids and for kids, what was omitted was game restrictions as students could not add ‘portion size.’
2. Introductory website: this game it lacks closure to know if the game has come to an end or not it’s just an active certificate in the end.
3. Good food gone bad: this game lacks conflict the blurs can easily be skipped.
4. Case of the kid who knew enough sticker making activity: this game lacks control as there is no time limit or specific instruction on how to go about it.
5. Case of BAC that kept growing this means that the game lacked game restriction.
6. Case of filthy fingers: the rules of the games were not at point hence confusion on what to happen.

**Question 2:** What are the risks to game/fun experience you have identified in both cases?

- Fun- In both cases the participants had experience with the computer and the internet using it to make the games and learn at the same time.
- Risky - because one child may prefer one's game to another thus creating discrimination or a child not being able to bring about the game's performance to reality at present time.
- Risk in filthy fingers with the limited timeline the user can guess so as to meet the deadline in order not to repeat that section if he/she gets it right.
- Risk on the kid who knew enough where there was an issue on how to remove unwanted elements

**Question 3:** What omission to the principles of game design pose risks to fun experience

- Most cases lack dynamic HCI thus looks to be a boring interface altogether.
- In the case of the kid who knew enough the sticker making activity has no tutorials on how to go about it
- All case lacks the principle to implement pause and resume sessions.
- Omission of providing help on playing the game. Julia said that the Filthy fingers game was difficult, and she could not get it right. This made her stop playing the game.

**Question 4:** What attribute if emphasized on (for each case) would make the games in the cases more fun?

- **Case of the BAC that kept on growing** - Give the participant variation to speed of the game.
- **Cases of filthy fingers: hand washing game** - Make the game less frustrating in general, give feedback without the use of the "plunger" as a prompt and give feedback as the timer is ticking.
- **Cases of food gone bad** - Add more incentives than information blurbs making it more variant and the girls might enjoy it.
- **Case of the kid who knew enough: Sticker making Activity** - The game was not very animated hence felt more like an activity.
- **Fight BAC Game** - The game had less contrivance and was not very animated, there should be a better reward system especially after participants finish a read and make the buttons more animated for the audience's enjoyment.