

G.O.E.L COMPUTER EDUCATIONAL INITIATIVE

(i) INTRODUCTION TO GAMING

I. FIFA 19 and NBA 2k



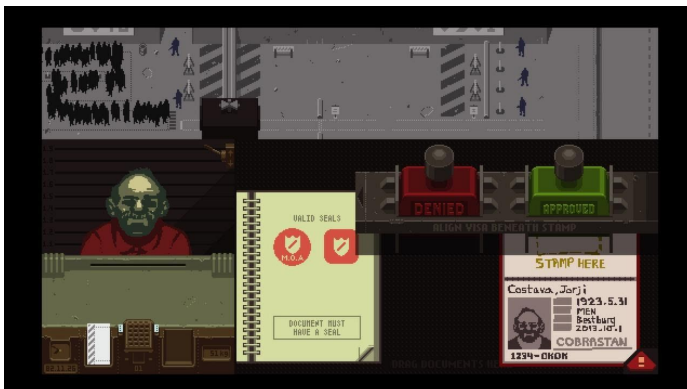
Description

- FIFA 19 is a football simulation video game developed by EA Vancouver as part of Electronic Arts' FIFA series.
- NBA 2K19 is a basketball simulation video game developed by Visual Concepts and published by 2K Sports, based on the National Basketball Association.

Values Proposition

- Developing teamwork and endurance
- Cultivating decision making

II. Papers, Please



Description

Papers, Please is a puzzle video game created by indie game developer Lucas Pope, developed and published through his company, 3909.

Players are expected to make decisions based on information provided by the game.

Value Proposition

- Promoting critical thinking
- Developing moral judgement

III. The Stanley Parable



Description

The Stanley Parable is an interactive storytelling and walking simulator video game designed by American developer Davey Wreden.

Value Proposition

- Cultivate decision-making skills
- Develop patience and the value of failing forward

IV. Xing the Land Beyond



Description

Xing: The Land Beyond is an adventure game by White Lotus Interactive, which was released on September 21, 2017. The game has full VR support for HTC Vive and Oculus Rift.

Value Proposition

- Stimulating interests in Virtual Reality Technology.
- Developing problem-solving skills and creative thinking.

V. Tiny Trax



Description

Tiny Trax is a racing game for PlayStation mimicking Childhood imagination. Dreams come to life as tiny racers boost around your body, jump overhead and drift around bends inches from your face!

Value Proposition

- Develop competitive thinking
- Acclimatizing to the VR technology
- Stimulating decision-making skills.

6. Titanfall 2



Description

Titanfall 2 is a science-fiction first-person shooter video game and a sequel to Titanfall. It was developed by Respawn Entertainment and was released on Xbox One, PlayStation 4 and Microsoft Windows.

Value proposition

- Developing team workmanship
- Shaping tactical thoughts:

Uncharted 4



Description

A Thief's End is an action-adventure third-person shooter platform video game developed by Naughty Dog and published by Sony Computer Entertainment.

Value proposition

- Can develop problem solving skills
- By going through quests, self confidence

Virtual Reality



"VR education can transform the way educational content is delivered; it works on the premise of creating a virtual world — real or imagined — and allows users not only see it but also interact with it. Being immersed in what you're learning motivates you to fully understand it"