

Dufferin Elementary School Visit

App Creation: Student Input

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Students in three classes: Seema McGarry (6/7), Bamsey (6/7), Kim Geoghegan (5/6)
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Student Likes:

- don't overtly resemble/suggest school learning
- have a personalized character (proportionate avatar) kids can relate to
- questions/content that is suitable to age group (how they talk; words they would use)
- visually appealing (colourful)
- sound option (that can be turned off)
- progressing levels (accessible challenge)
- ability to save game exactly where you stopped or were stopped (game over)
- differentiated paths (based on ability)
- divergent paths (based on interest and decisions) that keep the game going
- hurdles/obstacles to overcome
- checkpoints along the way where a reward is obtained (i.e. coins to buy items for customized avatar or furniture for a room etc.)
- games that give hints before providing answer
- available online and offline
- interactive/competitive: can play with friends
- can check friends' progress (leaderboard ranking)

Student Dislikes:

- single-path (brief; too soon-ending)
- repetitive format
- not customizable
- not interactive
- confusing controls
- don't save at exact level achieved
- plain design
- frustrating glitches (correct answer yields incorrect game response; rewards don't materialize)

It would be great if:

- Character walked/moved to next level (is not just transported)
- Kids could chat while competing
- There were different options for worlds/settings (classical, medieval, modern?)
- Rewards improved with levels (typically reserved for those who pay for app enhancement)
- Included some occasional digressions/divergent plots or challenges (secret code required, side adventure)
- Required user to strategize

Preferred Games:

- Prodigy
- Monument
- Hour of Code
- Clash of Clans
- Clash Royal
- Geometry Dash
- Boom Beach
- Jib Jab
- Minecraft
- Need for Speed
- Smash Hit
- Dragon Hit
- Smashing Road
- Hey Day
- Heads Up
- Word Bubble
- Scrabble

On Devices:

- Computer play benefits: easier to modify
- Tablets play benefits: easier to download, mobile

Thoughts on creating own game:

- "That would be cool."