RESEARCH METHODS IN COMPUTING (COMP09092)

TUTORIAL 2

TOPIC AREA PROPOSAL

Name: Yu-Ching Ho **Course/Programme:** Computer Games Development	**Date and revision number:** 25/01/18, Revision number = 01

Working title:
Can Games be the New Teacher?

Main theme (A description of the general area):
I would like to see while people are enjoying a game - through repetition - can passively a subject to a high-school level.

Possible research questions/issues to be explored:
1. Can a high school subject be turned into a game?
2. Which is the better teacher? Video games or Lecturer?
3.

Outline of argument or position (What is the case for doing this work?):
To explore and innovate an entirely new method of teaching, which could later become essential as paper, textbooks, and traditional teaching methods are becoming obsolete.

Justification of interest to others (The topic is of importance and wide interest because...):
If high school subjects can be successfully gamified, then this would garner a lot of interest as it would open a new route of teaching. Teachers can make or break the interest of a subject, so if the teacher can now be a game and keep players engaged and having fun, more eager students will want to pursue further education than only keeping the ones that already have an inherent interest in the subject and stuck through with it.

Link to other modules on my programme:
Introduction to Computer Games Development
Introduction to Computer Animation
Introduction to Java Programming
Design for Interaction
Computer Games Design
HTML5 & JavaScript Programming
Digital Asset Development
Creative Technologies Professionalism
HTML5 & JavaScript Games Programming
Games Development Project

5 key words or phrases for use in an online search:

Gamification

Immersion

[Research of subject area]

Psychology of Fun

How to Remember

Required resources and issues of access: