IMPACT ASSESSMENT STRATEGIES IN GAMES

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Outline

• E-Bug/Edugames4all
• Impact (Educational Content) Assessment
• Summary
E-Bug/Edugames4all

- E-Bug/Edugames4all Project
  - Educational resources
  - Educational games to promote awareness
    - Responsible antibiotic use
    - Microbe transmission
    - Hand & food hygiene
Educational Content Assessment

- Two different types of games
  - Platform games
  - Detective – interactive digital storytelling based games
Educational Content Assessment

• Integrated Assessment

  - **Detective game:** embedded into the story
  - **Platform game:** as quizzes shown that are similar to “How to be a Millionaire” before and after the game level
Educational Content Assessment

- Integrated Assessment: Interactive Digital Storytelling

Alyx

What do you think it might be the cause?

You

a) It is from bacteria found in raw or undercooked meat.
b) It is from bacteria from salad, as raw meat is free of bacteria.
Educational Content Assessment

- Interactive Digital Storytelling

So, what was the problem and how did you approach it?
Educational Content Assessment

- Players perception of assessment

<table>
<thead>
<tr>
<th>#</th>
<th>Option</th>
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<tbody>
<tr>
<td>1</td>
<td>They obstructed my game experience</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>It wasn't too bad, they didn't discourage me but I would prefer not to have them</td>
<td>12</td>
</tr>
<tr>
<td>3</td>
<td>They did not affect me in any way</td>
<td>24</td>
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<tr>
<td>4</td>
<td>It was good having them, they made the game more interesting</td>
<td>44</td>
</tr>
<tr>
<td>5</td>
<td>They enriched my game experience, they engaged me more into the game</td>
<td>12</td>
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Educational Content Assessment

94% preferred the evaluation integrated in the game flow
Educational Content Assessment

- Platform Games
  - Quiz integrated before and after the game level
Educational Content Assessment

- Platform Games

  - Study setup: two groups one which plays the game with the assessment integrated (experimental group) and one without the assessment (control group)
Educational Content Assessment

- Children’s Perception of the Game

  - No statistically significant difference between the children perception of the game as being:
    - Fun (p=0.34)
    - Having fun playing the game (p=0.27)
    - Perceiving the game as fun to play (p=0.65)
Educational Content Assessment

- Players perception of assessment

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19/03/2015
Educational Content Assessment

63% preferred the evaluation integrated
Summary

• For our two case studies, most participants prefer an integrated assessment to a “traditional” educational content assessment.

• Most participants perceived that the assessment enriched the experience.

• No statistically significant difference was found between the participants who play with the game that had the assessment integrated and those that did not.
THANK YOU
AND
PLEASE ASK QUESTIONS