

Background

SimSys is a serious educational ga generator

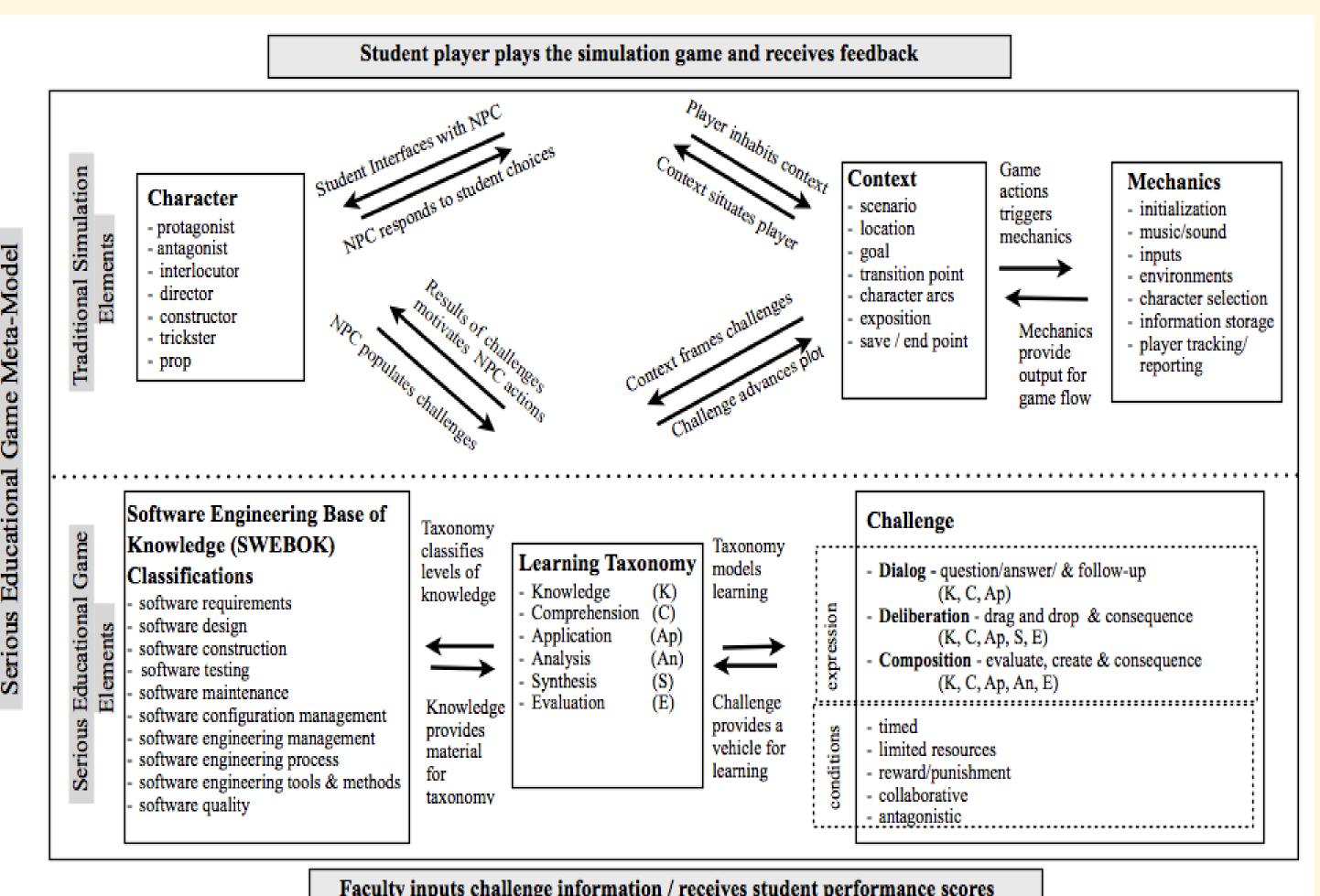
- □ SimSys covers a wide variety of groups that from:
  - Elementary Schools
  - **Universities**
  - Workplace Environments

The game questions created are based on the learning standards of the subjects it teaches

Objective

The main goal was to make a game of tool, by importing from a reposito containing different knowledge areas game assets, that allows non-game de to easily and effectively create a g

The Wizard Tool has both a lower and upper □ The upper level focuses on learning componen the lower level focuses on actual game compo



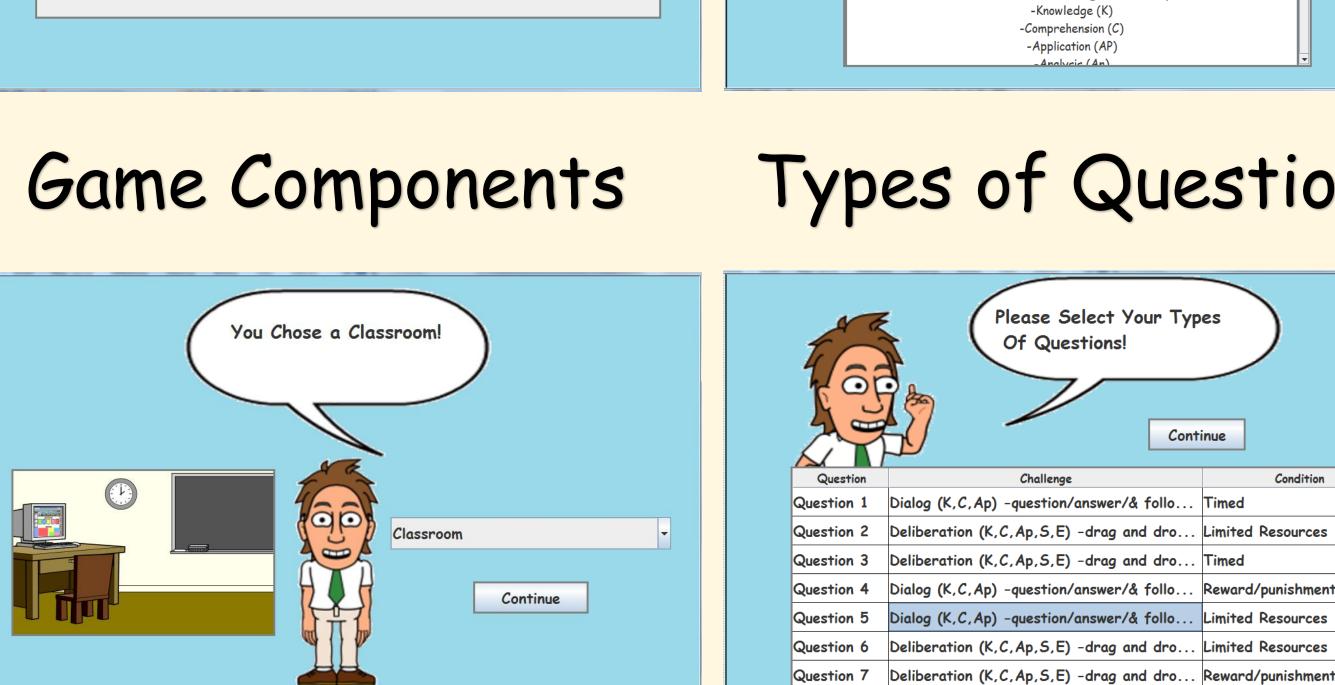
Faculty inputs challenge information / receives student performance scores

## SimSys Educational Game Design: Game Design For All

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Mentors: Dr. Shaun Longstreet, Dr. Kendra Cooper, Dr. Dennis Brylow

	Diffic	ulti
ame range	<ul> <li>Creating a tool that is rob</li> <li>A large repository contain subjects will need to be cr</li> <li>Designing the repository s</li> <li>Creating a tool that could from the repository and us generate a game</li> </ul>	ing k reate peci hanc
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	Resi	lts
design ory as and esigners game level nts and	OutputOu	Le Oper Use 
onents	Please Select Type	



of Challenge

Learning Objective

Deliberation (K,C,Ap,S,E) -drag and drop & consequence

Dialog (K,C,Ap) -question/answer/& follow-up

Continue

Limited Resources

ration (K,C,Ap,S,E) -drag and dro... Timed

(K,C,Ap) -question/answer/& follo... Reward/punishment

og (K,C,Ap) -question/answer/& follo... Limited Resources

Deliberation (K,C,Ap,S,E) -drag and dro... Limited Resources

## Conclusion & Benefits ies and user friendly □ The Wizard Tool helps SimSys achieve the purpose knowledge areas for all of creating a game that focuses on the educational needs of the user 'ed ifications and structure The learning objectives are an important part of this tool and questions are generated based on what the dle the vast information hat information to user selects □ The user can also control what types of questions the game presents, making this tool extremely useful for educational purposes □ School districts and workplaces can easily see the progress of their students earning Objectives □ In 17 simple screens a user can be guided through the steps to create a wide range of diverse games Here is a Summary of Your Learning Objectives Selected Back Continue Future Work □ A repository needs to be created in order to generate various questions and challenges that fit the numerous Summaries learning standards of the subjects Eventually the tool will be able to choose from a wide Here is a Summary of Your Game Thus Far!!! range of questions in order to create a number of different games for the user L L Continue Back □ The Wizard Tool we created will also be used to test other tools in the SimSys project LOOMS Learning Taxonom nowledae (k Comprehension ( Application (AP References Types of Questions □ The Objective photo was received from Dr. Cooper and Dr. Longstreet Please Select Your Types Of Questions! Dr. Cooper, Dr. Longstreet, and Dr. Brylow have all Continue been a significant help in creating this design tool uestion/answer/& follo... Timed

□ This work was supported by alumni donations to the Systems Lab at Marguette University's Department of Math, Stats, and Computer Science

