

COSC 442:
Mobile Educational Game
Development

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Review In-Class Design #1

- Largely done well
 - 5 pts for LOTS activity
 - 5 pts for HOTS activity
 - 5 pts for 3+ Gagne events
- Common mistakes:
 - Missing activity or parts of it
 - “Creating” – requires user producing a question and answer to be added to game’s DB
 - Incorrect type of Bloom’s activity (e.g. tutorial is not a remembering activity)
 - Details missing, not clear, or confusing

A1 and A2

- Reminder: A1 due at beginning of next class
 - Games reviewed by different members of the same team **must be different!**
 - E.g. 3-person team, total have 9 different games to review, even though there's only 1 game concept
- A2 overview:
 - Basic prototype plus N additional features
 - Written report and video
 - Plan for game metrics
- You have about 1 month to produce prototype
- Week 7: in-class presentations

TA Office Hours

- Weeks 5, 6: support A2
- Week 8: support A3
- Weeks 11, 12: support A4

Unfortunately, no lab
time in this course

- Possible 2-hour slots for you to vote on:
 - MON 3:30-5:30
 - TUES 10:30-12:30
 - TUES 3:30-5:30
 - THUR 3:30-5:30
 - FRI 3:30-5:30