

Project Proposal

Project: Educational Gaming Station
To: Rural Ghanaian Community
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Project Summary

Partner with you to design and implement a gaming station within your community. The gaming station will solely be used for educational purposes.

What is the setting and history behind this project?

We found that many children within your community do not attend school so they can work to generate income for their family. We recognize that a formal school would be irrelevant to the working children because their families depend on them to work most days.

Research findings have shown that games can be a powerful tool for education. Case studies demonstrate that players learn from the content of games as well as the act of playing the game. Games encourage collaboration and community building through player interaction. Furthermore, research on games indicates that games promote high order thinking, improve memorization, and contribute to task-based learning. In light of this, we are proposing the creation of an educational gaming station for your community.

What is (Rural Community) interest in this project?

This project will allow the children of your community to obtain an informal education that does not interfere with their work schedules.

What problem does this project address?

The educational gaming station will provide previously unobtainable access to education for the children in your community.

What are some current approaches to this problem?

Telecenters/Kiosks
Government subsidies for education

How will this project be better than previous approaches?

Educational Gaming Stations do not require the same level of technology infrastructure of Telecenters/Kiosks. Furthermore, education through gaming is more interactive and engaging than Telecenters/Kiosks. Multiple gamers can play and learn simultaneously, fostering community and collaboration.

Governments' subsidies help make formal education more affordable, but they don't address the opportunity cost of time for children that work to support the household. Educational gaming stations will give children who don't have time for formal schooling an alternative educational tool.

What has been done?

We have written a project proposal to Games-to-Teach, an educational gaming developer, to provide games with educational content for the proposed gaming station. In addition, a list of educational goals that we hope to achieve for the children of your community has been generated. We expect that this list may be expanded upon after further collaboration with leaders of your community. Finally, we have also developed a timeline for the program to measure the effectiveness of the gaming station within your community.

Official Request

Allow us to build an educational gaming station in your community. Work with us to design a gaming station to meet the educational needs of your children and community.