

Project Proposal

Project: Educational Gaming Station
To: Games-to-Teach Project
From: Zachary Johnson, Karl Dockery

Project Summary

Partner with a rural community in Ghana to design and implement a gaming station within the community. The gaming station will solely be used for educational purposes.

What is the setting and history behind this project?

Research findings of rural areas in developing countries have shown that rural families often depend on their children to generate income for the household. Many of these children forfeit the opportunity to receive a formal education. In most cases, the opportunity cost of attending school for these children is too costly. In light of these findings, we are proposing the creation of an educational gaming station. The pilot project will take place in a rural Ghanaian community with a high opportunity cost of formal education for children that work to support their household.

What is Games-to-Teach interest in this project?

The Games-to-Teach project recognizes the enormous potential of gaming for education. The project has developed the conceptual framework for multiple educational games and has begun to develop prototypes. Games-to-Teach is the perfect partner to help develop an educational gaming station for the benefit of undereducated children in rural Ghana.

What problem does this project address?

The educational gaming station will provide previously unobtainable access to education for children in a rural Ghanaian 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 addressed to a rural Ghanaian community for approval and assistance in the design and implementation of the educational gaming station. In addition, we have generated a list of educational goals that we hope to achieve for the children of the rural community. We expect that this list may be expanded upon after further collaboration with leaders of this community. Finally, we have also developed a timeline for the program to measure the effectiveness of the gaming station and its impact using the variety of games provided through your project.

Official Request

Partner with us by providing the gaming hardware and software for the pilot educational gaming station. Work with the community and us leaders from a rural Ghanaian community to design games that are educational and culturally relevant for them.