Designing Games for Historical Education Milestone 5
By Kalpa Anjur

In the past week, I have been able to update and submit documents to the IRB for testing participants formally with the finished game. This will ensure I collect data in an approved manner. Regarding how I would pick up participants, this would be through social media, clubs, and reaching out to friends remotely. Since the game is quick and accompanied by short surveys, I hope to be able to find remote participants as soon as possible to get enough data before presenting the poster. In the event that this is not possible, I will at least be able to write up on the proposed protocol/design process, and whatever data I do have that provides some information about the quality of the game.

Since the last milestone, I have continued to a) get feedback on the paper prototype/script and b) work on the development of the Unity game. Feedback has mainly been on puzzle difficulty and gameplay; however, since those tested have usually had gaming experience, and some participants might not have that experience, I take such feedback with a grain of salt. With regards to the development, I still have not imported art assets fully into the game; however, movement and speaking mechanics work. I also started to import the script and am almost done with the first scene (still have 5 more to go, but they should be easier to program and incorporate once the first scene is done).

Over the next two weeks, I plan to continue to develop the game as quickly as possible. Ideally, it will all be complete by the next milestone and we will be IRB-approved so I can start testing participants ASAP. There is the issue of finding/incorporating art assets and music assets: as mentioned previously, I have access to resources with free assets. However, I will try to get the two main characters created with original art. The background music should be relevant to the game, and having sound effects would enhance the experience, so I plan to incorporate them as best as I can. In any case, sound will be faster to incorporate than art, but art is more critical to the experience, so that will be the focus.

I have all the resources needed, as I have access to papers regarding educational game design/testing. I found a good scale to measure player experience via my advisor, and plan to incorporate it into the post-game survey to get a measure of how effective the game was. I also have feedback regarding how believable/accurate-seeming the game is, so that I can tweak it to be better for the final product. I know where to find assets, and to get the original art, I can ask a few artists I know if they are willing/able to do so (if not, I’ll have some backup assets).