In the past week, I have done more revisions to the game to make it even “juicier”. This includes adding art assets, music assets, and making the user interface of the game also look nice. I also tried to tweak the programming and fix any script issues so that it can run smoothly. Since the programming was mostly simple, this was more fine-tuning and tweaking existing scenes, making the assets flip when the player changes direction of movement, adding small sfx (footsteps, etc) and more. Lastly, I tried to make the two different executables (one with the interactivity and puzzles, and one without) for testing. This would allow for two different conditions to be tested at random and allow for clear data on which group (interactive game vs noninteractive game) tends to learn better from the material (or if interactivity doesn’t seem to make a difference in learning).

Since the last milestone, we still haven’t heard from the IRB about testing. Unfortunately, this likely means I won’t get significant testing results in by the poster session; however, due to the remote nature of the game and its testing, I think I can do some testing over summer to finish the experiment. Although I won’t be able to present these results in person for 15-400, perhaps I may be able to continue the study in the fall and then present it at Meeting of the Minds next semester. For next week, I will do what I can to prepare a poster that describes my original intentions and how I worked towards them; hopefully I can also get some advice from Professor Aldrich on how to proceed on that front.

Over the next week, I will need to prepare for the poster session. To do so, I need to collect as much data as I can if we are IRB-approved before the deadline. If not, I can still go into detail about how the design for the game worked and what steps I took throughout the process to document it, develop it, and produce the final product. After this, I will need to review two peers’ posters. Lastly, I will need to write an in-depth report due on the Sunday after the poster “session” deadline. These requirements are detailed on the assignment, but I will need to go in-depth about everything involved in the research process, more so than the poster session. Furthermore, I plan to discuss the IRB issues and change to remote testing to provide more context on my research situation.

I have all the resources needed, as I have access to a laptop and can look for a poster template to create a good poster. I also can take screenshots of my game and explain the design process in detail since I have documents keeping track of these (paper prototype, feedback, story early stage development, survey and questionnaire, etc) all saved digitally.