

Educational video game for indirect learning

Background:

At Polhemsgymnasiet our grades are poor due to lack of motivation. We are spending more time playing video games than reading books and doing homework. We are therefore looking for a system that can combine video games and education so as to improve our performance. The idea behind this is that we should be able to learn indirectly by playing the game and socializing with other players, so as to make learning easy, stress free and fun. This is why we as a group of young students from Polhemsgymnasiet want to play a game like this.

Goal:

The game should increase the motivation for students to learn on their own by providing an alternative, fun way of doing so.

Functionality:

- Online game with:
 - user accounts for real-time communication between players,
 - leaderboards and statistics which enable players to compare themselves with others.
- Initial release should have material relevant to swedish general education high school curriculums.
- Later releases could be global or separate releases tailored for specific countries.
- Main platform desktop (so that it can be played on computers located at the schools rather than relying on students' own hardware).
- Limited functionality for mobile devices W8, IOS and Android could be a future possibility, but it is not the main focus.
- System should have user-friendly aspects such as:
 - fast response time
 - Support for disabilities such as colour blindness
 - The game should have as close to 100% uptime as possible

Roles:

Potential Customer

Group members:

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