



Eve's World - Interactive Storytelling Game & Location Based Game

Type of Project

Finished research project

Summary

Eve's World is an interactive storytelling game that invites players to learn about game design, addressing early school leaving through a co-operational game-design methodology. Eve's World, includes topics of CodeRED curriculum in different levels of participation and engagement as it has been developed as a game design inspiration.

The game has been designed for teenagers and young adults with and without disabilities and requires reading skills.

Low-tech, high-tech products, services and contexts for play

Eve's World for Android is an interactive storytelling game promoting game design qualities and processes as a motivational incentive using the CodeRED curriculum. Android users can download the interactive storytelling game by downloading it from this link.

The game has been also developed in the open source ARIS platform as a location based game for iOS users. Eve's world for ARIS is a Location Based Game using the ARIS Games platform, for iOS devices (iPad, iPhone, iPod Touch), teaching users the basics of Location Based Game Design development as well as integrating content of the CodeRed curriculum, in a unified experience. PCs, Quests and other information appear in specific locations on the map, although one can play and complete the game without physically being on the locations themselves. iOS users can download the game following the ARIS installation instructions.

Eve's World for Android is an interactive storytelling game and Eve's world for ARIS is a Location Based Game using the free ARIS Games platform, for iOS devices (iPad, iPhone, iPod Touch), teaching users the basics of LBG development as well as integrating content of the CodeRed curriculum, in a unified experience.

Player progresses the narrative through conversation based quests and meaningful choices she has to make along the way, according to the CodeRed curriculum (Language skills, Interview skills, ICT skills, Management skills, Self esteem and self confidence, Working with others etc) while at the same time learning the basics of how to actually follow up a game design process. The mobile game in both platforms, was implemented to develop skills against educational de-motivation and dropout from VET, using input from workshops, CodeRed updated curriculum, educational game design principles (Hero's Journey, exploration, humour, pop references, use of text, video&emoticons, connection with real life situations).

The context of use

Home, School, Vocational Center, Training Center

Type of play in this play system

Cognitive

Practice

Constructive
Rule play (including videogames)

Social

Solitary
Associative

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8800 solitary play
d8803 shared cooperative play
d8808 engagement in play, other specified

Community social and civic life - d920 recreation and leisure time

d9200 play

Play-like activities: Therapeutic and educational objectives

b1 Mental functions
b2 Sensory functions and pain
d1 Learning and applying knowledge (learning through symbolic play, learning through pretend play)
d2 General tasks and demands
d3 Communication
d4 Mobility
d7 Interpersonal interactions and relationships

Number of participants

>20

Chronological Age

6-12 years
12-18 years

Development Age

6-12 years
12-18 years

LUDI Categories of disabilities

Mental/intellectual impairments::
mild
Communication disorders (speech and language disorders):
Physical impairments:
Mild
Autism Spectrum Disorders:
Multiple disabilities:

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

No instruction, self-discovery of the participant/subject
Visual instruction with written language

Involvement

Adult: therapist/educator/researcher
Parent or significant others
Peer with disabilities
Peer without disabilities

Role

After the instruction, providing supervision during play
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Evaluation of objectives and outcome measures

Description of outcome measure(s)

Observation by professional/researcher providing the play experience
Video analysis

References to the intervention or research project

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http://codered-project.eu/public/?p=998

Publication

Saridaki, M., Mourlas, C. (2014) Playing in the special education school: from gamers to game designers. European Conference in the Applications of Enabling Technologies, 20-21 November 2014 Glasgow
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Keywords

digital games, location based games, interactive storytelling,
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