Street Pirates - a video game for route learning and road safety

Type of Project

Ongoing research project

Summary

A route learning game, specifically designed for students with intellectual disability and the ultimate goal is to motivate them in route & map learning

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

A route learning game, specifically designed for students with intellectual disability and the ultimate goal is to motivate them in route and map learning. The game has been used in different special education settings.

game design & research: Maria Saridaki
game visuals: Electra Galani
game development: Vasilis Liaskovitis

The context of use

home, school, training center

Type of play in this play system

Cognitive

Practice
Rule play (including videogames)

Social

Solitary
Parallel
Cooperative

Objectives related to play according to ICF-CY

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

d8800 solitary play
d8802 parallel play
d8808 engagement in play, other specified

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)
d3 Communication
d4 Mobility
d7 Interpersonal interactions and relationships

Number of participants

1-5

Chronological Age

3-6 years
6-12 years
12-18 years

Development Age

3-6 years
6-12 years
12-18 years

LUDI Categories of disabilities

Mental/intellectual impairments::
mild
moderate
Hearing impairments:
Partially hearing impaired
Deaf
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
Guided discovery: therapist/researcher coaches the participant so s/he discovers how to use the assistive technology
Verbal instruction by peer

Involvement

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

Role

Participatory observer

Evaluation of objectives and outcome measures

Description of outcome measure(s)

Observation by professional/researcher providing the play experience
Observation by other professional/researcher
Video analysis

Feedback from client/parents/professionals

Information about availability of outcome measure: publisher, website, contact person

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

References to the intervention or research project

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Website

https://www.facebook.com/5streetpirates/

Keywords

Digital Games, Map Learning, Route Learning