IPRO 329 Mission
- Educate through entertainment
- Use computer games and technology to make learning fun and effective
- Meet national need to create better educational tools

Scholars of the Lost Exhibit
- Targets 4th grade students
- Teaches areas of core subjects, i.e. math and science, that are traditionally difficult to teach
- Provides an immersive environment and engaging story to keep the players’ attention
- Contains exhibit mini-games with high replay value to promote learning by repetition

Methodology
- Followed a game development pipeline process devised in the Fall 2004 semester
- Each phase can be reiterated and can also be executed in parallel with other phases
- This semester we have divided into four subteams to work on different parts of the pipeline and game

User Experience
- Conducts user tests to gather requirements for a successful game

Design
- Creates game dynamics, flow, characters, and storylines

Development
- Programs and implements the work of the design team

Management
- Responsible for facilitating communication, organization, business aspects and marketing

Criteria Brainstorm Selection Research
- Create, analyze research, and select game ideas based on successful gaming criteria

Phase II
- Using iterative methods, the game is brought from preliminary design to final development

Phase III
- Through various outlets, the game is introduced to the public and any legal issues are resolved.

Game Development Process Pipeline

Semester Goals & Approach
User Experience
- Goals
  - Develop process for conducting user tests on students
  - Research areas students need help in and students’ interests
- Approach
  - Survey 3rd party games to conduct initial user test research
  - Scout and establish contacts within elementary schools
  - Obtain permission from Institutional Review Board (IRB) to conduct research

Design
- Goals
  - Research areas students need help in and students were interested in
  - Design mini-games based on research
  - Design the museum environment, characters and story line
- Approach
  - Meet with User Experience and conduct Netnography for research
  - Use story boards to represent the story, environment, and mini-games

Development
- Goals
  - Choose a development platform
  - Build a foundation for the game
  - Implement 3-D World and a mini-game
- Approach
  - Create discovery prototypes targeting topics of game development
  - Design the foundation of the game
  - Distribute design to individual team members to implement

Management
- Goals
  - Track progress of team and maintain organization
  - Create marketing materials and deliverables for the IPRO
- Approach
  - Brainstorm, select and implement methods for tracking team progress
  - Implement tools for online journaling and maintaining an online file repository
  - Brainstorm and create promotional materials

Want to know more? visit: http://www.iit.edu/~ipro329s05 contact: feinberg@iit.edu © 2005. Illinois Institute of Technology