Designing an Educational Game Creator for Non-Programmers

Goals

The major control points that the game designer controls are transitions. These transitions are collected and translated into a string of data that the designer has to complete in order for the game player to move through the states.

Process

Teacher Interface

The appeal of the game designer's design lies in the ability to create arbitrarily complex game logic through the combination of simple game states. Learning may be achieved through the design of games with such complexity. The appeal of game designers' design lies in the ability to create arbitrarily complex game logic through the combination of simple game states. Learning may be achieved through the design of games with such complexity.

User Interface

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Backend Engine

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Frontend Engine

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Future Work

1. Support for creation of web based games
2. More interaction types
3. Support for community generated content
4. Support for more scripting languages for transitions
5. Use of a graphics engine to support graphical games
6. Use of a game editor to support graphical game development
7. For educational content, experiments with game engines that do not support graphical games
8. Support for scripting languages that do not support graphical engines
9. Support for community generated content
10. Use of a game editor to support graphical game development

Results

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