

Problem

Problem

1. Introduction of new technology needing new processes and collaboration methods. 2. Standard methods of "teaching" process are boring.

Goal

Use gamification strategy to develop a mobile game application in Android to make the learning process fun & efficient



Game Type
Adventure & Board Game

Gamification

Use of game thinking and mechanics in a non-game context to engage users and solve problems

SDM Process

Solution Delivery Method

Five levels: Start-up, Solution Outline, Macro Design, Micro Design, Build & Test, and Deploy

Process

- Define Scope
- Choose Platform
- Select Maze Structure
- Draw Prototype
- Create Framework
- Implement Functions



Technology



Android platform API 15

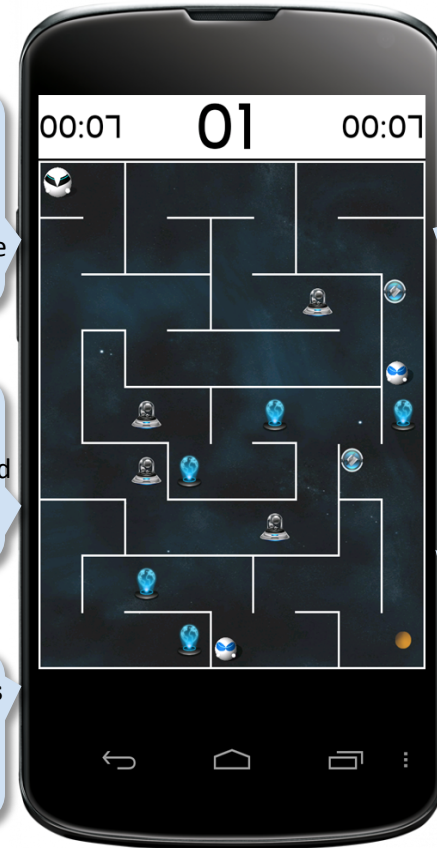


AndEngine (open source Android game engine)



SQLite Database

Product



Main Player
Explores through the maze to complete the game



Tasks
Duties to be accomplished in the work process



Components
Input or output for each task



Obstacles
Unexpected issues appearing during the work process



Other Roles
Main player encounters them in the game for various tasks

Impact

- Will make the learning process fun and effective
- Application can be extended to other levels and roles
- Will improve collaboration among employees