

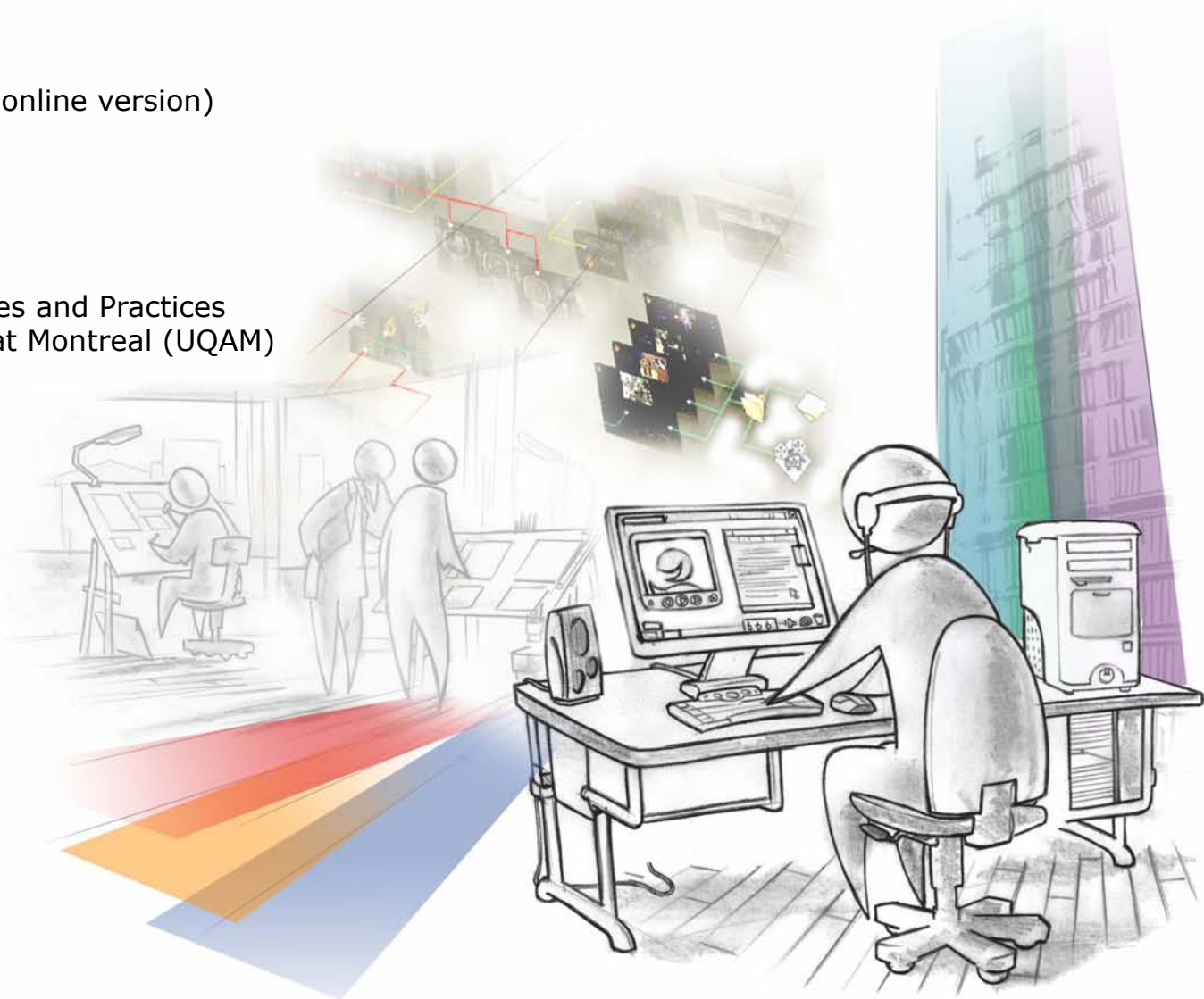
Educational Video Game Design

a research/design methodology

Dissertation abstract (online version)

Presented by
René St. Pierre
Ph.D

Doctorate in Art Studies and Practices
University of Quebec at Montreal (UQAM)
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Objective

This method is intended to assist artists and designers in the complex process of educational video game design. It is for professionals working in the areas of culture, education, science, art, communication, research and experimentation.

Content

The site is comprised of four capsules describing the potential of educational video games while presenting the theoretical and practical concepts necessary for the understanding and practice of multimedia design. The capsules are accompanied by examples of educational games to try out, a glossary to expand understanding of the subject and a list of websites dealing with educational game design issues.



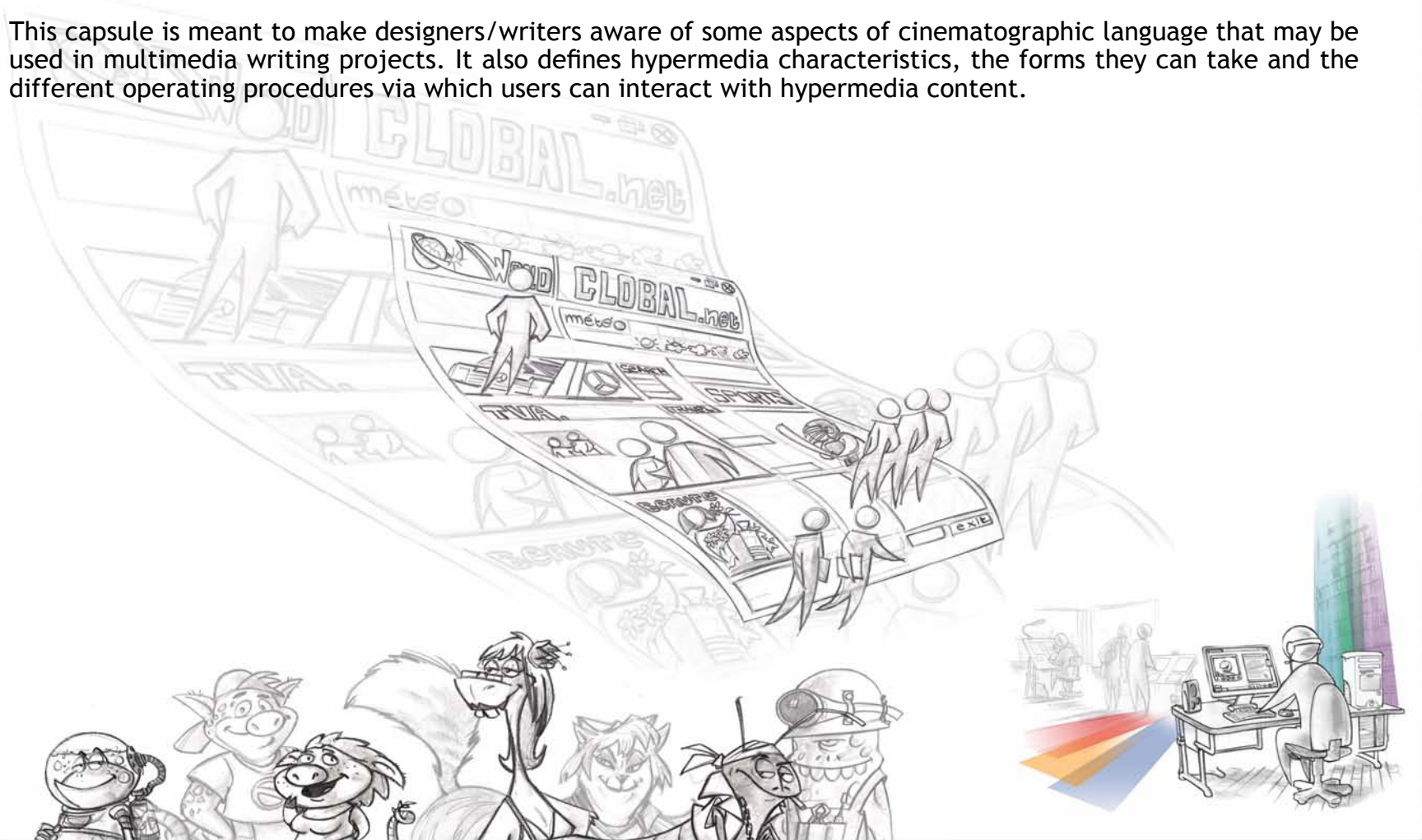
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CAPSULE 2: NARRATIVE AND HYPERMEDIA

The practice of hypermedia design implements new ways of playing, communicating and learning. Interactors are at the centre of a dynamic system in which they become active participants working with the elements of a narrative space.

This capsule is meant to make designers/writers aware of some aspects of cinematographic language that may be used in multimedia writing projects. It also defines hypermedia characteristics, the forms they can take and the different operating procedures via which users can interact with hypermedia content.



CAPSULE 3: LEARNING THROUGH VIDEO GAMES

The practice of video games promotes some affective, cognitive and communicational processes that pave the way for the emergence of knowledge.

First, this capsule puts the changing trends in educational video games in historic perspective. Then it identifies the major theoretical currents that may inspire teachers and designers to develop learning scenarios adapted to educational video games. Last, this capsule describes an emerging area of research concentrated on learning via already-existing video games used by the general public and video games specifically created with particular pedagogical contexts in mind.



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CAPSULE 4: EDUCATIONAL VIDEO GAME DESIGN MODEL

Out of the complexity of forms, methods, techniques and procedures emerges a model designed to simplify the work of multimedia design.

This capsule describes a systemic model that brings the purpose of an educational video game design project together with all the information, interface and interactivity components needed. It also presents the indispensable elements that must be part of multimedia design specifications.

