

Developing an Interactive Video Game-Based Learning Environment

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Abstract

With advanced computer and network technologies of nowadays, learners could benefit from well-developed distance learning systems for obtaining vast learning content, as well as performing learning exercises at anytime anywhere. However, to attract learners and to keep them active would be difficult in those content-based learning systems. One possible solution is to include some motivator factors in the online learning activities. Gaming could be considered as sort of learning. It also features in attraction and motivation. Thus, more and more researches are interested in developing game-oriented learning models and related game-based learning systems to attract learners during such learning activities. In this paper, we would like to combine the video-based course materials and game elements with an integrated learning platform called "V-GBL" environment. Course designers could easily design GBL courses and learners could enjoy their learning activities in the serious adventure game world.

Keyword : VGBl, SCORM, authoring tool, interactive video, curriculum design