

Using Adventure Game to Facilitate Learning Assessment Process

陳瑞宏, 顧大維, 王德華, 張文智, 施國琛

Information Management

Computer Science and Informatics

earnest@chu.edu.tw

Abstract

In the 21th century, there are more and more advanced computer technologies and related applications developed to help people in complex computing and problem solving. One obvious example could be found in the game industry. The game applications have become more and more complex in bringing simulated reality for gamers to enjoy the game activities. Many researchers found that the game elements and related design concepts have strongly impressed people during the game activities, and they also pointed out that game-based learning activities can help learners to improve both the learning motivation and efficiency effectively. In this paper, we integrate a two-dimensional adventure game with conventional assessment system, and try to enrich the learning activities and to ease the management in learning and assessment content.

Keyword : GBL, Assessment system, Game design, Learning Motivation