EDUCATIONAL MINI-GAMES

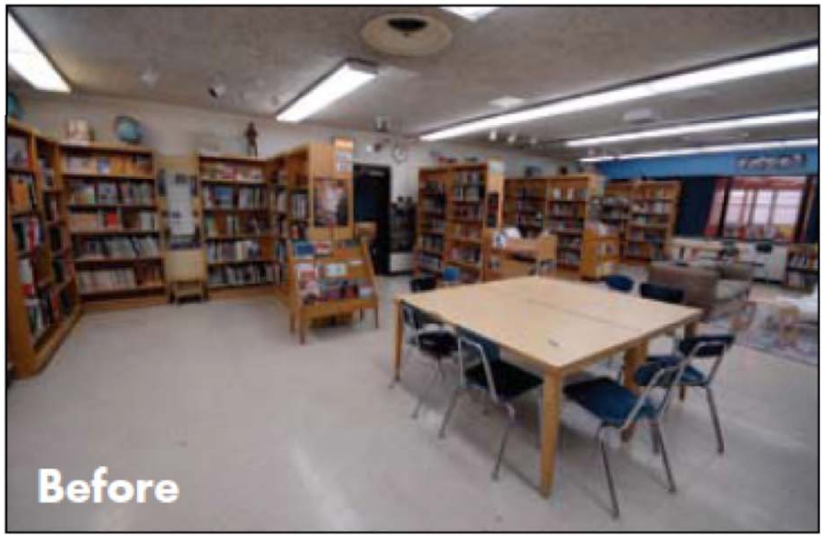
NYU-POLY XNA games 2009-2010

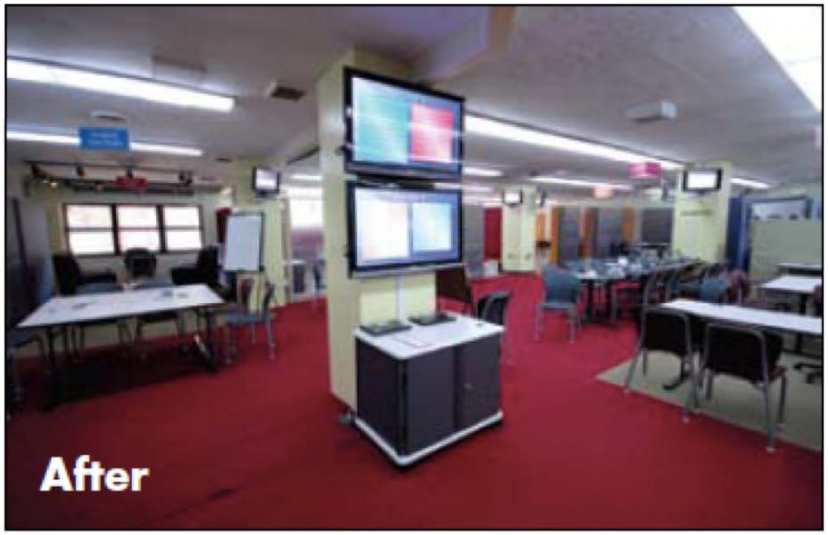
Team roles

- Principle Investigator – Joel Wein *NYU-POLY*
- Game Designer – Kurt Biege *Parsons*
- Education Expert – Cathe Milne *NYU-CREATE*
- Student Developers *NYU-POLY CS GAs:* Roshini David, Simone Elviretti, Eric Rosenzweig, Ashish Ruhani, Ramkumar Balachandran-Sreelatha
- Graphic Design & Illustration – Diane Ludin, David Lowe and Carl Skelton

School of One Pilot Project

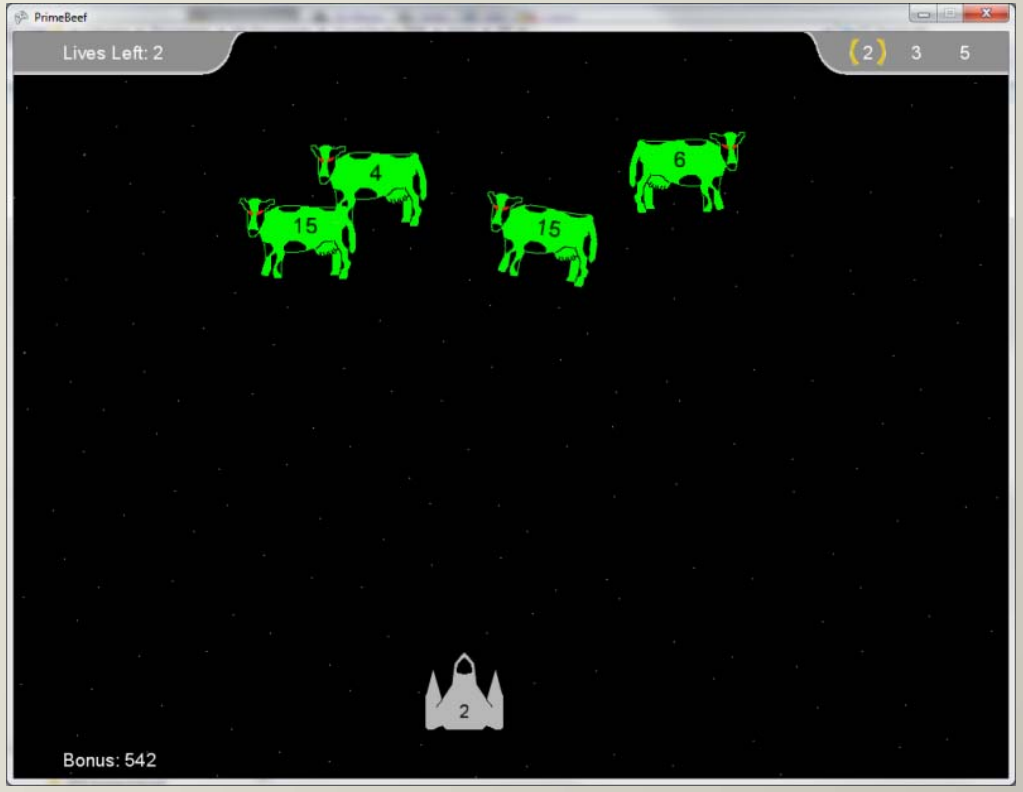
- The NYU-POLY team decided to take up the challenge of designing math games for the School of One project.
- School of One proposes individualized learning with computers and daily ‘playlists’ of topics to review. Teachers evaluation is computer interactive and guided partly by the progress each child is making with their ‘playlist’ topics.
- Teachers are responsible for a defined set of skills on the learning progression, rather than all of them.
- Class sizes can range from 3-24





One: ‘Prime Beef’

(Asteroids meets factorization) ‘Prime Beef’
2010 prize winner for Microsoft Educational Game Design challenge.



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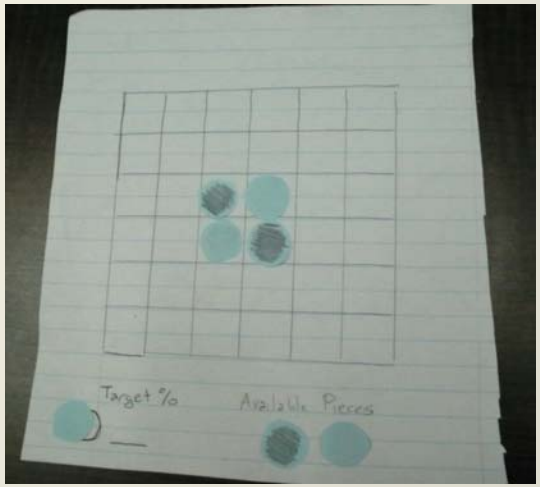
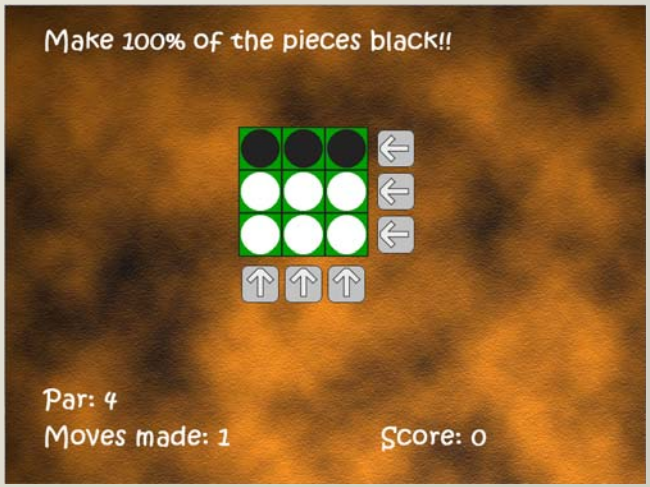
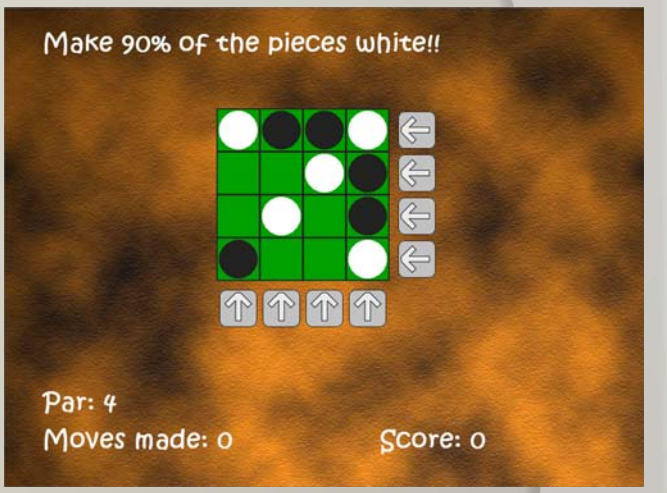
Two: ‘Desdemona’

(Othello revised to asses visual percentage skill understanding)







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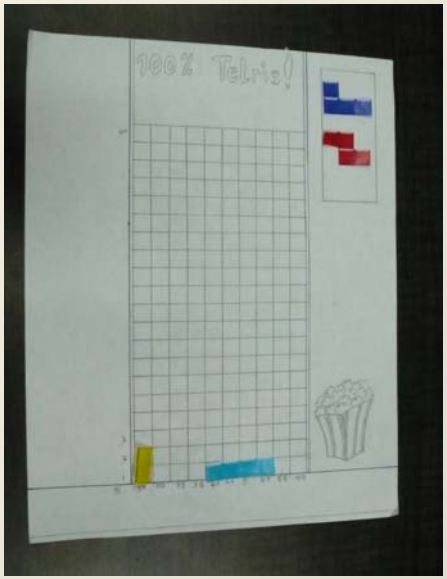
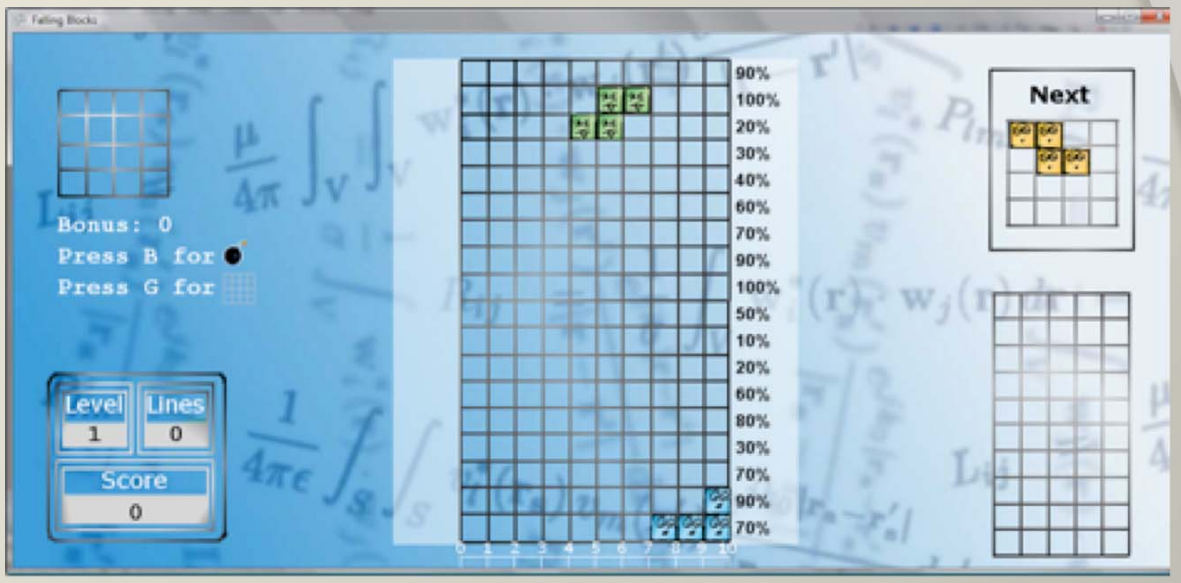
Three: ‘Falling Blocks’

(teaching percentages meets Tetris)





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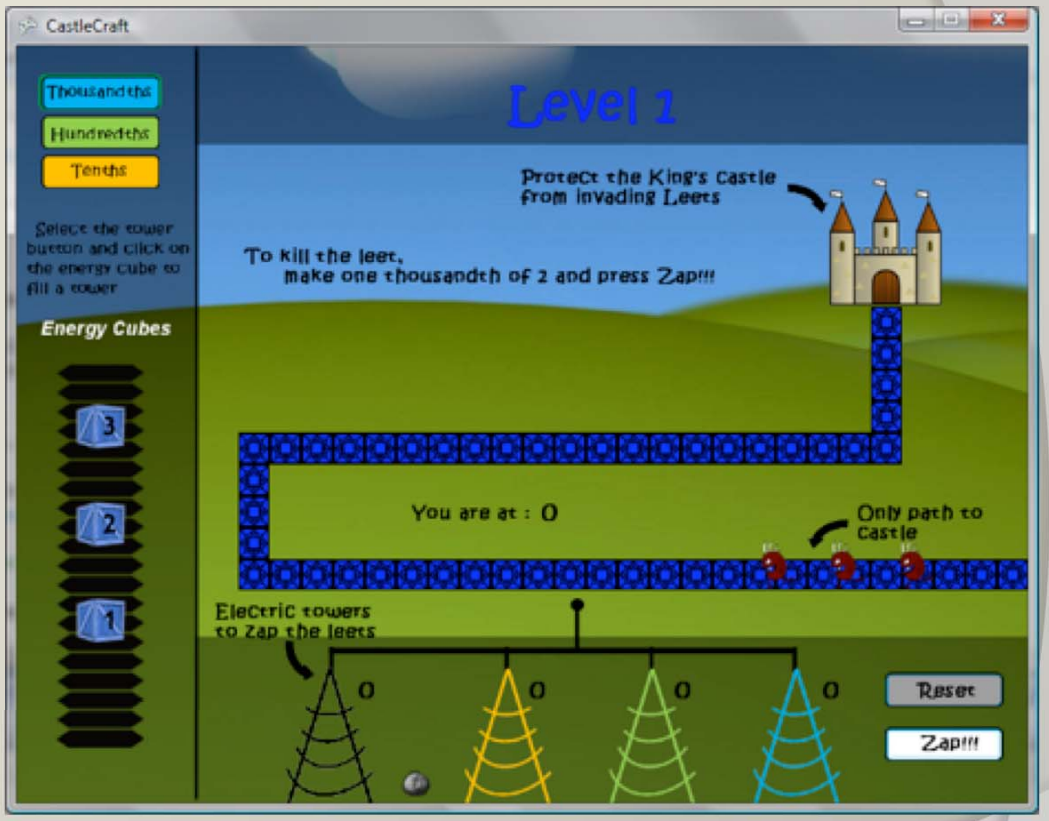
Four: ‘Castle Craft’

(Tower Defense meets teaching integers)



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