

Learning Through The Media Of Video Games

Individual Project
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Introduction

Ever wondered if learning could become more interactive and fun?
This project aims to test this theory.
In this project i have produced a game targeted at people who want to learn key stage 4 mathematics in a more interactive way

Aims

To create a application that can help teach mathematics.
to create a tool in which can adapt to the teachers teaching topic
To create an application that can be forever expansive and edited to create even better interactive games

What have I done

I have researched school curriculum in order to create correct and worthy questions for my application.
I have researched competitors in order to see what makes a interactive game
I have built and tested a application based off of my research
This application is a key stage 4 mathematics interactive learning experience.

Built on the reliable unreal engine. The outcome of this application are four short levels

Conclusion



This graph shows the improvement of the testers of my application. In this situation these negative numbers are the result of there first test on these topics taken away from there second.
This means that improvement is indicated by a negative value indicated here in the table.

Application

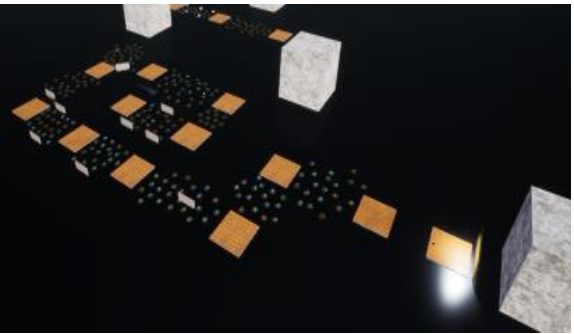
Level 1 - Tutorial

Tutorial based on key stage 3 mathamatics to ease the player into the application



Level 2 - Surds

Parkor onto correct platforms using the surd number on top of them. Fatest wins



Level 3 - Expanding brackets

Break into the vault using the clues you find around the building open doors by correctly answering the passcodes



Level 4 - Factorisation

Find your way by opening doors and correctly understanding which playtfmors to jump to and which button to press. Then traverse the maze to win

