Gamification Proposals

I have two ideas for my final year project, both ideas revolve around gamification and I am certain this is the area I want to focus on for my project. I am currently undecided as to which of the two ideas I want to do.

Idea 1: Gamifying Scout Badge Theory

Description

My goal would be to create a gamified method of presenting the theory side of badges to Scouts, to encourage them to earn badges in a fun and interesting way. I would deliver a game prototype with a selection of badges for proof of concept.

Background

As a Sectional Assistant at Scouts, I have helped to plan and deliver many programs that include earning badges. We frequently struggle to find an engaging away to deliver the theory components of badges; because of this we tend to avoid badges that we know some of the troop will not enjoy.

What I am proposing will give individual scouts the ability to work towards badges they are interested in and provide the leader team with a reliable way to ensure they have learnt the required knowledge.

The Scout Association has recently updated their website by adding various activities as examples for leaders, but there is currently no other way to engage Scouts with theory driven topics.

Research

Gamification in general is the use of game elements in contexts other than video games, it is an interesting topic to enhance education and learning. I have a brief understanding of Gamification but have not yet done much research into the techniques and studies behind it.

Method

I am planning to use Unity to create the prototype.

Common gamification techniques are to use leaderboards and scores to encourage players, while I want to include these I want to delve into more complicated and subtle learning techniques.

Idea 2: Gamifying Sex Education

Description

My goal would be to create an engaging and helpful method of teaching school children about sex education.

I would deliver a prototype for an educational game about sex education.

Background

The sex education system in schools is not inclusive, comfortable or enjoyable for students. For many students and teachers, it is not a comfortable topic to discuss.

I am proposing creating an app to gamify sex education to allow students to learn at their own pace and in privacy.

There is currently a small selection of sex education games, but from what I have seen these are more sources of information rather than engaging games.

Research

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Method

I am planning to use Unity to create the prototype.

One gamification technique I could use would be the player following an avatar through a storyline to make the learning engaging.