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mG-BL project partners

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mG-BL – the vision

The challenge within this project is to communicate content from different fields in an involving and emotional way to a young target audience (students). The basic idea is to use the mobile phone to implement games bridging the real and the virtual world.

Based on innovative methods from the field of mobile learning and pervasive gaming, new forms of game-based learning will be developed. The games address mainly affective and behavioral learning goals, based on values, personal views, insights, and understanding. The mobile phone will help to lower time, local and social barriers by triggering social interaction within pervasive games.

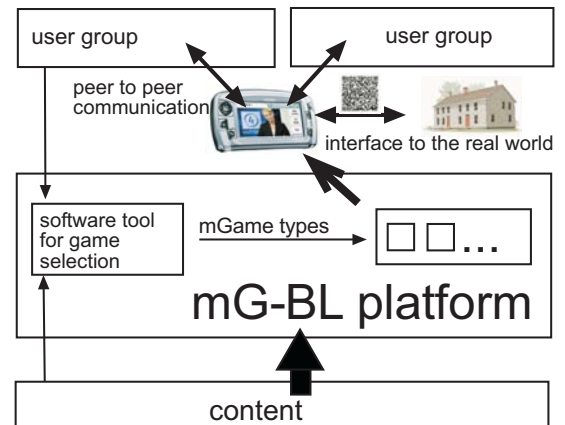
mG-BL – objectives

- development of an easy-to-use and cost effective method for embedding different types of content into pervasive games
- development of a game-based m-learning platform
- development of at least two game templates

mG-BL – the platform

The result of this project is a software platform which enables the cost effective development of pervasive games with a strong focus on the mobile phone. Different ways to connect the real with the virtual world are implemented, e.g. graphical codes on buildings which can be read by camera phones. These games can be used stand-alone but also as support for traditional classroom-based learning processes.

mG-BL – system architecture



- the mobile phone is the central gateway between user groups, the mG-BL platform and the real world as well as the medium and part of the mobile game
- the mG-BL platform itself is handling the planning, controlling and administration of games. It contains game templates and a tool that suggests appropriate games depending on the target group, content and learning goals
- reporting modules for the evaluation of user acceptance and measurement of individual learning success are further key components of the platform