

Project description mGBL – mobile Game-Based Learning

The vision

The challenge within this project is to communicate content from different fields in an involving and emotional way to younger people aged 16 – 24. The basic idea is to use the mobile phone to implement games bridging the real and 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. The mobile phone will act as trigger for social interactions. mGBL will contribute new learning models to the learning and mobile market.

Contribute new models of game-based learning that are:

- fun to use
- user-led
- triggered by mobile phones

and that can support:

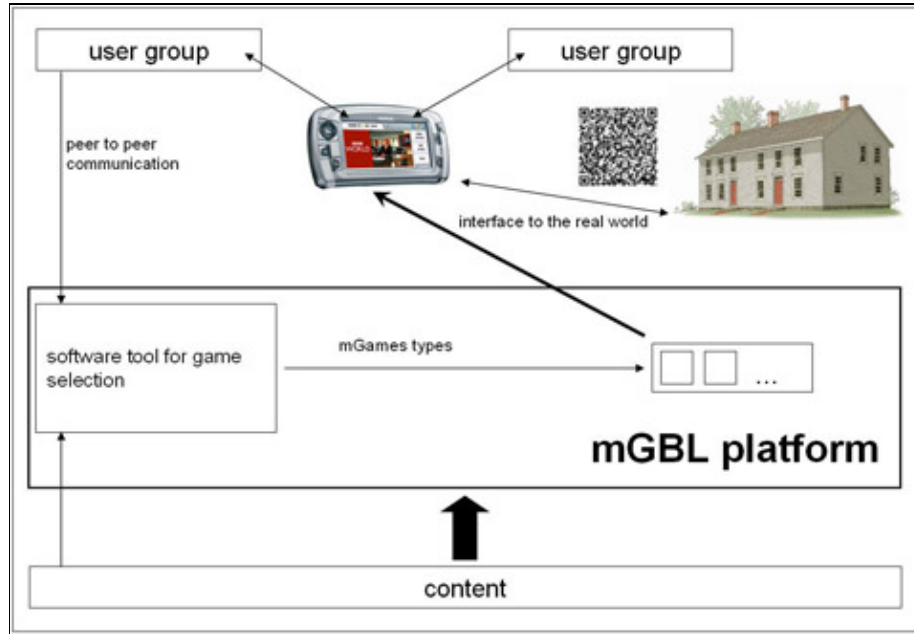
- development of decision-making skills & strategies for crisis situations
- learning in the fields of e-health, e-business & career guidance (affective and cognitive learning goals)

Objectives

- development of innovative learning models based on mobile games that can promote decision-making skills for crisis situations
- 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

The platform

The result of this project is a software platform which enables the cost effective development of learning games on mobile phones. 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.



- The mobile phone is the central gateway between user groups, the mGBL platform and the real world as well as the medium and part of the mobile game
- The mGBL platform itself handles 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

Besides the modules for the development, administration and distribution of the games on different mobile devices (provisioning) the platform will contain a software-based tool for the selection of appropriate mobile games from existing game templates as well as a module for evaluation of the users' acceptance and measuring the individual learning success.

The outputs – tools for teachers

The results of this project will enable new forms of learning as well as offering support for traditional learning processes and will offer the opportunity to involve the mobile channel for presentation and training of learning content. The research results of this project will also offer impulses for the field emotion-based marketing. Software to support choice of mobile game, to suit:

- different learning goals and situations
- different types of learner

Platform & Templates for teacher use:

- incorporating their own materials (scripts, lesson plans ...)
- triggering of games between students via mobile phones

Example games in the fields of e-health, e-commerce and career guidance