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IDT535:Instructional Games and Simulations

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Initial Game Concept

1. Title Information ---with name of game, name of creator, and any other pertinent information you'd like to include.

Neighborhood Nav. (Neighborhood Navigator, Navigate your Neighborhood) will be a game that is designed and developed by David Kolmer. The platform will be developed as a game-based simulation of a social network built on Microsoft TEAMS called "The Neighborhood". This module will be developed using Articulate Storyline 3 to provide system simulation and will incorporate scenario-based video responses via VYOND to animate action in the game.

2. Introduction ---Provide a description of the game, its purpose, and its expectations. Also, include a description of its intended audience. (ages, interests, curricular or training needs, etc.)

The module will be developed using the ADDIE model. The game will be designed using the **ARCS** (Attention, Relevance, Confidence, and Satisfaction) model to engage the learner's interest. The episodic memory model will engage the learner's emotions with music and cartoon VYOND video reactions from player's actions. Cognitive Apprenticeship will be implemented by connecting each learning objective to a place on the map that also identifies a "Channel" in the social network being presented. Specific music will relate to each position on the map.

There is currently a portion of the adult workforce that will not engage on the social platform.

One of the biggest reasons provided is that there has not been adequate training for how to use the platform. The intended audience will be the portions of the workforce to resist engaging on the virtual social network known as “The Neighborhood”. The game theme will be a tour of “The Neighborhood”. A unique building in the Neighborhood will indicate each level, and in each level/building/house the learner will learn a new skill in the Neighborhood. If the houses can have themes that relate to the learning objective this will be a benefit. Completing prerequisites will restrict the initial progression through the neighborhood, then a learner can tour the Neighborhood freely.

- Objectives ---Specifically explains a minimum of 3 objectives of the activity. You may have as many objectives as you like. Objectives means the same as purpose and what you want the participants to learn or obtain from this activity. Be specific.

Behavioral Learning Objectives

- Categorize the channels on The Neighborhood into of mandatory or optional.
- Post a response to a college's content.
- Tag co-workers in posts that relate to them or require their response.
- Post an image and a comment on the Neighborhood
- Differentiate between responding to a post or starting a new topic or thread.

Levels

- Tour of the Neighborhood showing the "Business District" and the "Residential District"
- CEO Up-Dates = Respond to CEO update (Like or comment)
- Departmental Updates = Comment and Tag a coworker that needs to know this.
- The Clubhouse = Post an image and a comment in the Clubhouse (Social Space)
- The Clubhouse = Differentiate between responding to a post or starting a new topic or thread.

Summative Assessment

Once you have completed all of the locations on the map of the Neighborhood then you will appear as "complete" in the SCORM tracking in SumTotal LMS (CUNA CPD)