

Game on Geography

Visual Communication Project III

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The subject related with this is called
Geography





Geography,

the subject in which focus largely on the built environment and how space is created, viewed and managed by humans as well as the influence humans have on the space they occupy, the natural environment and how the climate, vegetation & life, soil, water and land forms and produced and interact.

Geography !!! Why?

The present educational system, Maharashtra State Board, Pune (standard VI) gives maximum importance to the bookish way of learning.

Routine and bookish knowledge.

Depends on how teacher teaches

Rigid curriculum

Learning process is more restricted to classroom

Not much exploratory kits are available



Interactions with the students (Std VI)

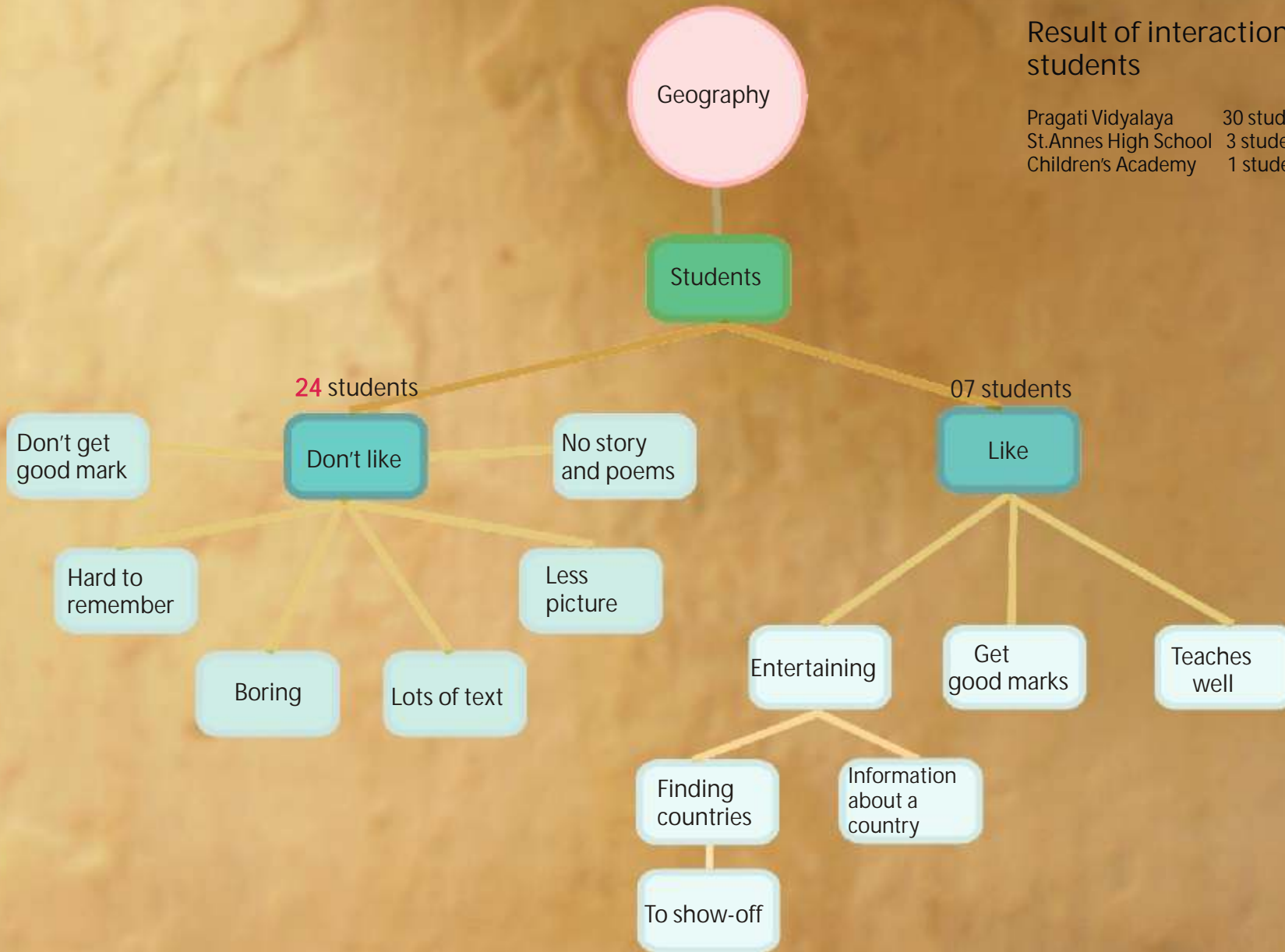
Pragati Vidyalaya 30 students
St.Annes High School 3 students
Children's Academy 1 student

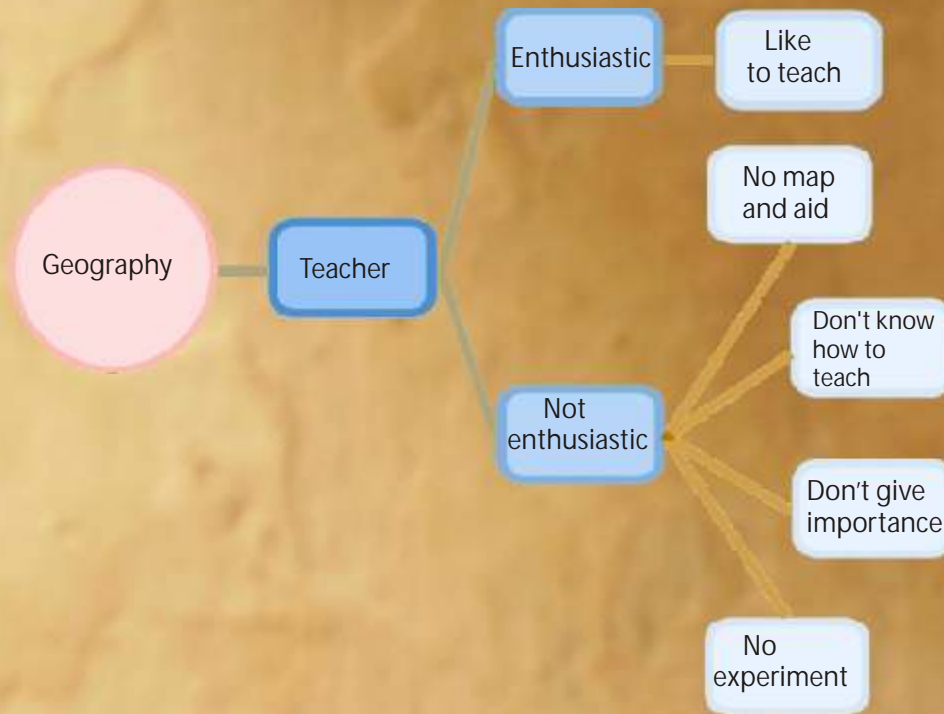
Interaction with children of this age gave the feedback on Geography subject which is more important for the learning objective. According to them,

- . The books have lots of textual information.
- . Minimum illustrations.
- . Lack of Story/jokes.
- . No puzzles or entertaining materials.

Result of interactions with the students

Pragati Vidyalaya 30 students
St. Annes High School 3 students
Children's Academy 1 student





Teachers views and insights

The teachers interacted were from

Pragati Vidyalaya, Gorai,
Oxford Public School, Charkop

- . Most of the teachers do not consider Geography classes as important as the main Subjects like Science, Maths.
- . Lack of interest to teach Geography.
- . Teachers believe that the students are not interested to learn this subject.
- . Proper kit or informative maps are not there to explain .
- . Teachers find it difficult to explain the scenario.
- . Learning process is more restricted to class room.



Analysis

Instead of Geography, most of the students like languages, Physical Training (P.T.) and Science. The reason behind is that...

languages are full of stories ,

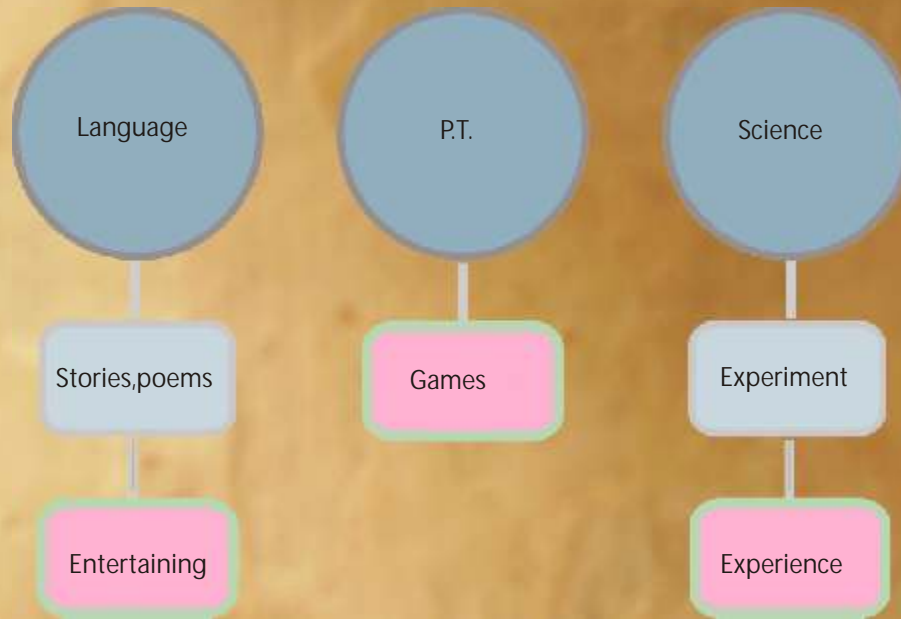


Analysis

Instead of Geography, most of the students like languages, Physical Training (P.T.) and Science. The reason behind is that...

languages are full of stories ,

physical training is related with games and activities



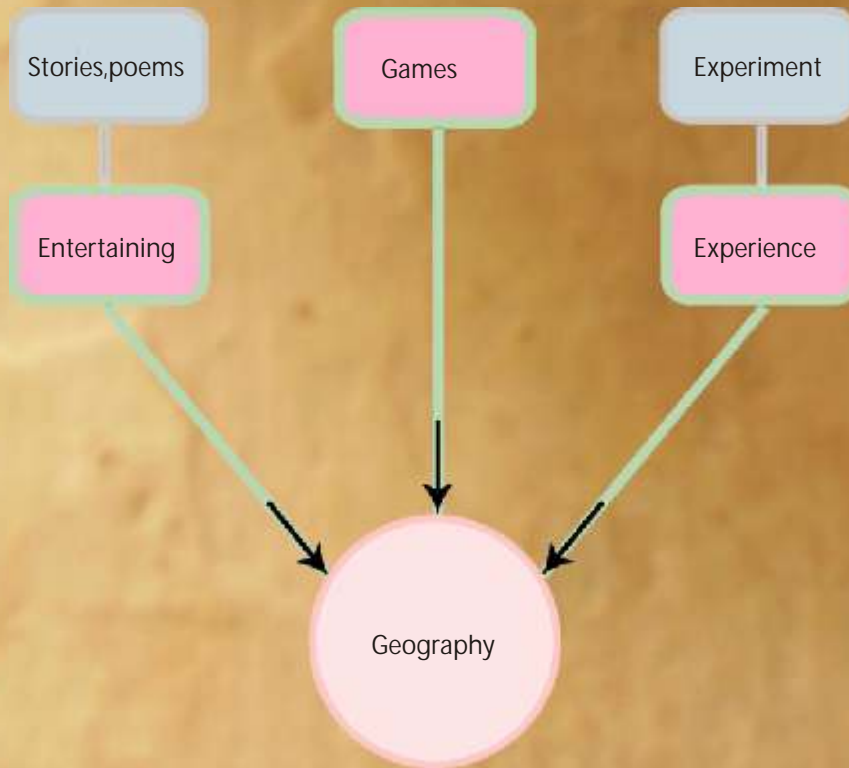
Analysis

Instead of Geography, most of the students like languages, Physical Training (P.T.) and Science. The reason behind is that...

languages are full of stories ,

physical training is related with games and activities

Science is experimental.



Conclusion

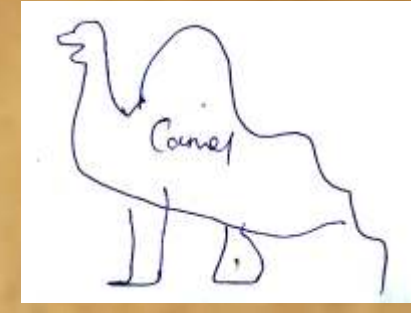
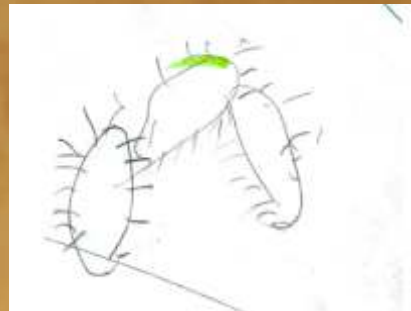
Through research, it is clear that this subject stands far from entertainment, games and experiments which are very important to get students to improve themselves in this subject. To make geography more interesting, it should be presented in the form of.....

A game



Aim

The aim of this project is to understand the complexity of learning Geography and to provide the increased coverage related with Geography as well as illustrate the basic concept of the terms used in it, and to create an environment to explore while clarifying the theoretical knowledge gained during school.



Why hot desert region?

This chapter is related to human geography

Children are more inclined to know the information about the regions such as Sahara desert

Try to get more information but fails most of the time



Characteristics of the age group

Children in the age group of 10 + years have been selected as the target user group for the project. Following are the keywords obtained from the characteristics of the age which gives a better insight of the target group.

Children become possessive of their own products. The kid is very particular about how he appears to others.

Ability to work in groups .

children are very careful about what is being drawn.

Some of the kids tend to include abstract images of real life objects like birds, fishes etc.

Other activities.....



Theories in learning

Psychologists for learning have generated various theories. Such theories are briefly described whose researches are mainly concerned with children's learning. They are

- ° Piaget's theory of learning

Children learn from actions rather than from passive observations.

- ° Jerome Bruner's 'Theory of Instruction' and 'Constructivist theory'

Children learn more when assigned a task which motivates them to use the acquired knowledge.

Important points which concern the project from the above theories are referred and adopted during the design process.

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Market study

Spin wheel

Card game

Jigsaw puzzle

1 most of the games are not for the kid above 10 years

Answer are already provided

No interaction with each other





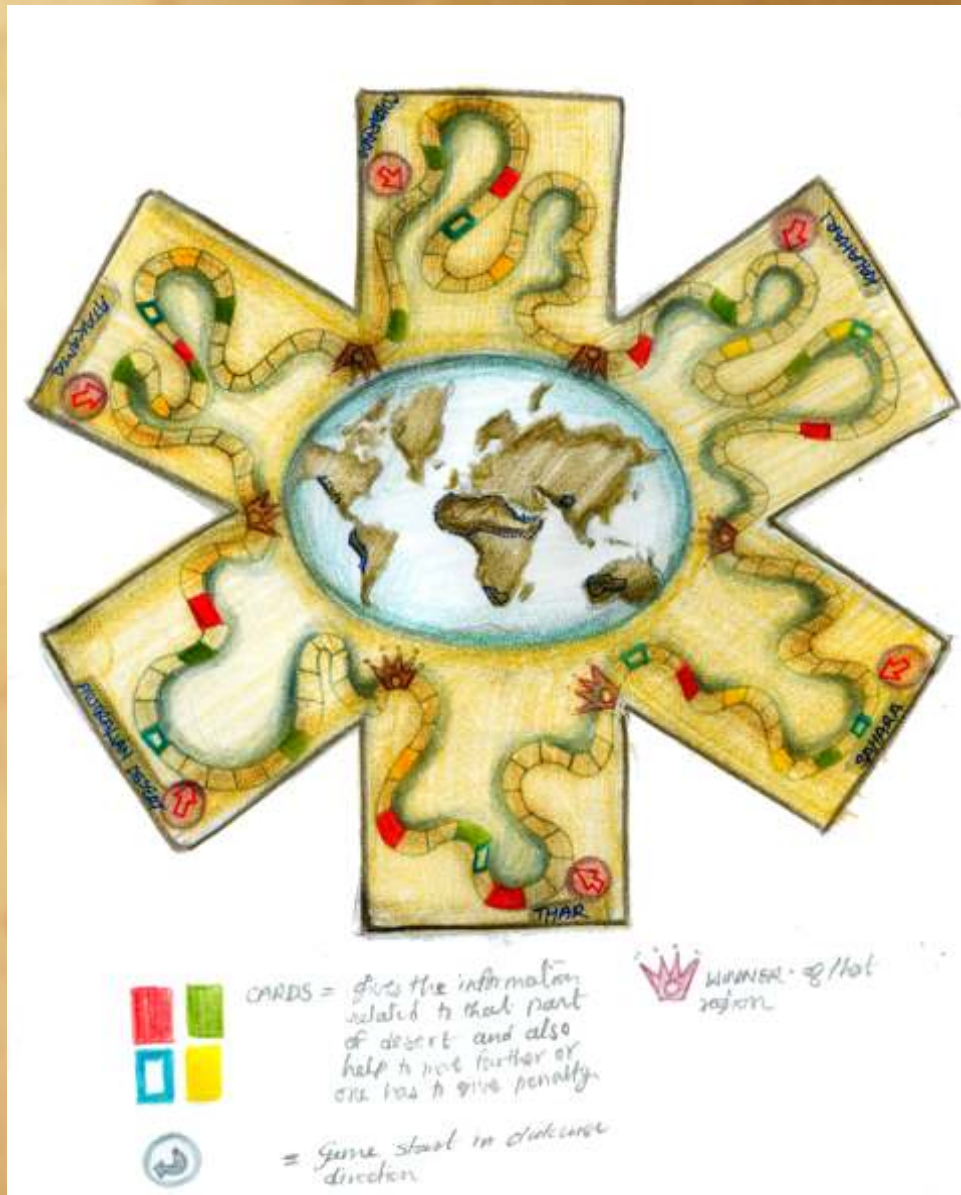
Initial concept

This game started in clockwise direction. In this game there are two stages, it is difficult to pass the first stage because it includes the cards and player has to answer the question related to Geography. If he is correct then he can move forward.

The question is not that much difficult, the hint is provided on the graphic done on it or finding out the correct answer from the option given on the card.

The second level is much easier in which player has to cross the obstacle which you can find in the desert. It is much more depends on the luck to get into the oasis.

No. Players : 2 to 4



A unique game system which shows the major six hot desert regions, lets players to choose a region from those remaining when it is their turn.

The player who selects the region has to advance in clockwise direction. While traveling through desert, player has to cross the obstacles which are in the form of cards. On the cards, information related with that part of the desert has been written. Player has to read that and to follow the task assigns. Once he reached to the final destination, he will be the winner of that region. The player can move further to conquer the other part of the desert on the board game.

No. Players : 2 to 6



Final Concept

Desert Dice
Board game

No. Of Player:- 2 to 6

1. Each sides represents the desert
2. six players can start the game from individual sides

OR

They can start from one side also.

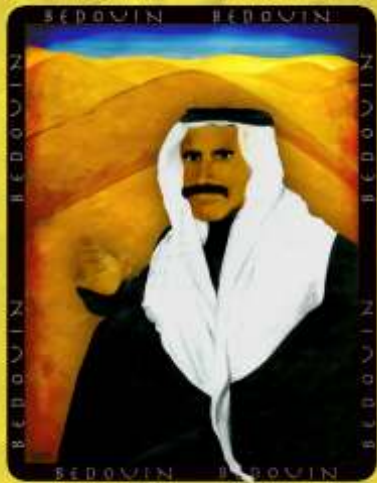
3. roots having different color cards.
4. one has to pick each card when he will come on that path and follow the instruction according to it.
5. one can win the particular region.
6. The intruder will get punished
7. The winning the game is all depends upon the number of camel cards and the region you have win.



Final Concept

Desert dice
Cards

1. There are no. of cards such as helping cards
2. This cards gives the information about the human being in that region,





Final Concept

Desert dice
Cards

1. Cards such as danger cards
2. This cards gives the information about the animals in that region,



Final Concept

Desert dice
Cards

1. Cards such as danger cards
2. This cards gives the information about the plants in that region,



Final Concept

Desert dice
Cards

1. Cards such are helping cards
2. This cards gives the information about the plants oasis and the caravan which lead the player to move ahead



Final Concept

Desert dice
Cards

1. Cards such are helping cards
2. This cards gives the information about the temperature in the desert.



Final Concept

Desert dice
Cards

1. Cards which tells the importance of the
water in that region



Final Concept

Desert dice
Cards

1. This card is more important card in this game .
2. Tells about the importance of camel











