

Liyo's Geo Safari

Guide – Prof. Phani Tetali

Presented By :

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Research

Cognitive Development

- Girls develop faster than boys
- Boy enjoy Rough and tumble play
- Enjoy activity designed to develop their strength
- Develop mental skills - Interest in reading, writing
- Developing and testing physical values & belief that will guide present and future behaviour
- Moody
- Acquire sense of Accomplishment
- May easily get distracted
- Enjoy / want responsibility and independence; is often concerned about "doing well"
- Uses reflective, serious thinking and become able to solve increasingly complex problems using logical thought process, is eager for learning
- Wants to know reasons for things Help them to connect with others

8-10 year
childrens

- Skills development
- Engaged in competition
- Make and keep friends
- Love group activities and adventures
- More Active and Enthusiastic
- Curious to know things
- Drives self until exhausted
- Shows well established hand / eye coordination and is likely to be more interested in painting & drawing
- Favours reality over fantasy
- Likes to be challenged to work hard and take time completing a task
- Capable of prolonged interest and increasingly abstract thinking and reasoning
- Like to collect things

Advantageous
for

Interactive Game

Key components

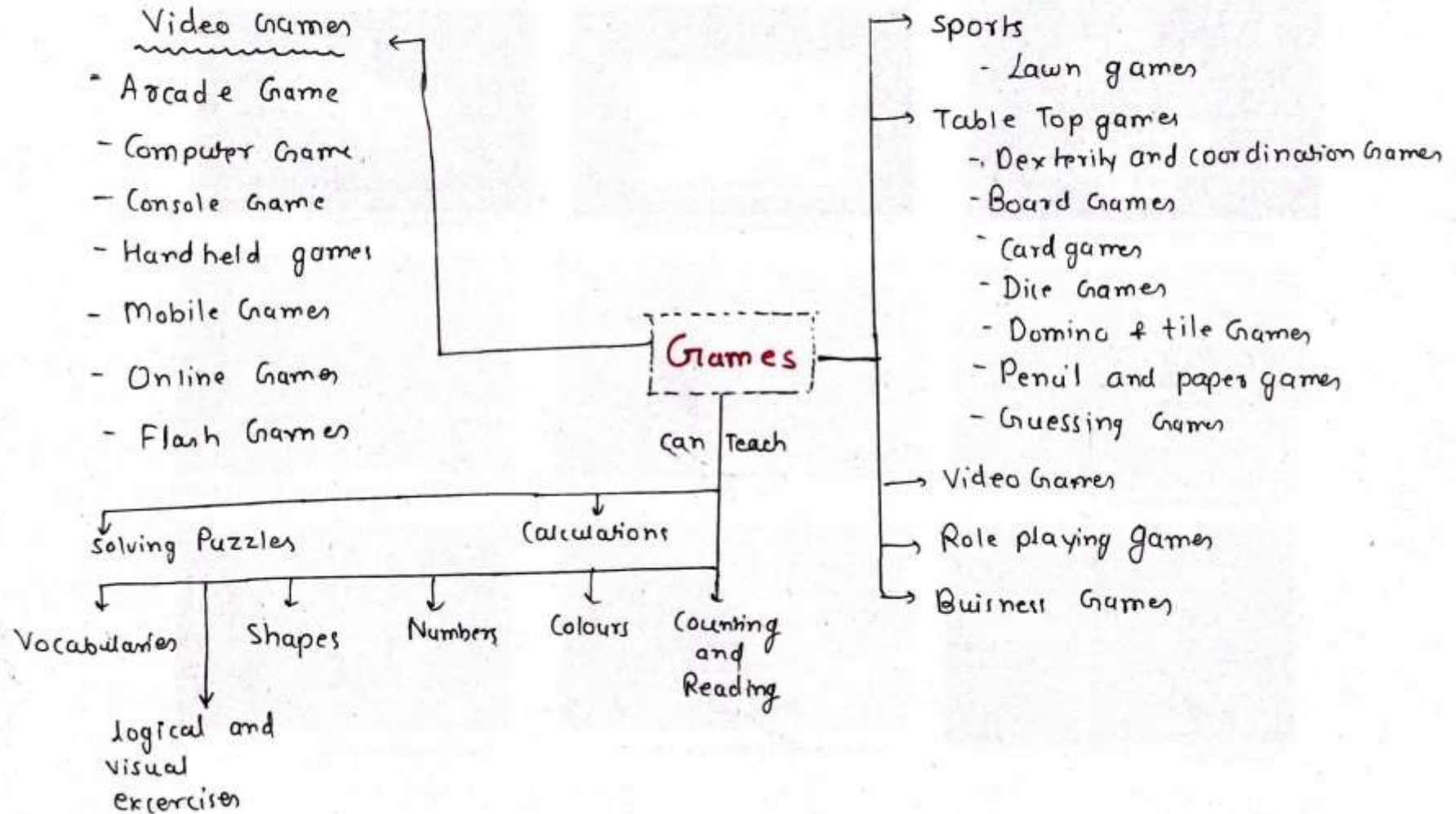
- Goals
- Rules
- Challenge
- Interaction
- Strategy
- Uncertainty
- Ambiguity
- Choices

Games

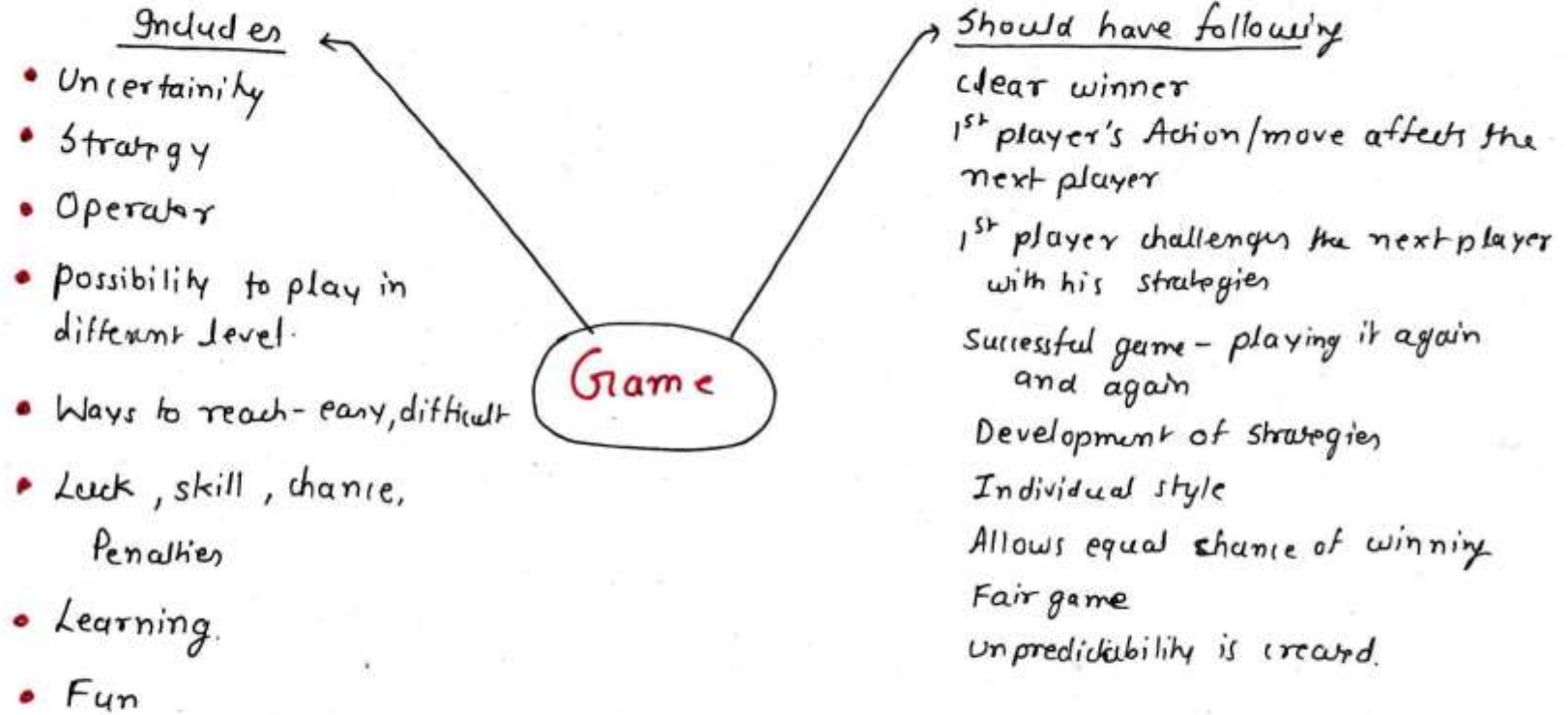
Structured playing

- Involves mental or physical stimulation or both
- An expression of aesthetic or ideological elements
- Undertaken for enjoyment and sometimes used as an educational tool
- Practical skills are developed, serve as a form of exercise. Perform an educational, simulational or psychological role.
- Helps to connect with others, preventing from isolation

Types



Learning from Prof. Athvankar's Module - "Game design"



Point to be noted.

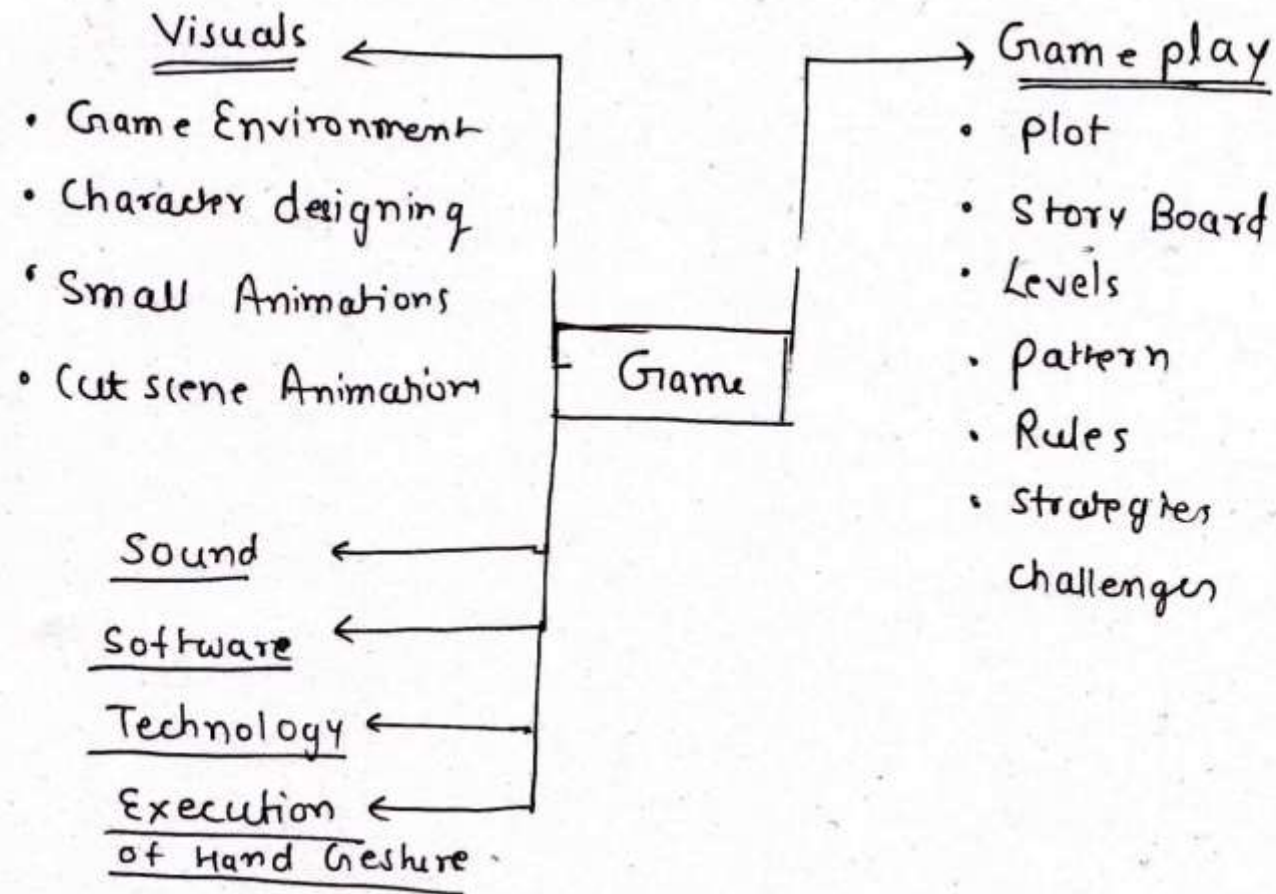
- Hardware has a limited role, Rules, strategies matter most
- Designer only creates 'world and conditions' players react to it.

Cognitive skills of childrens at 8-10 year

- See order of relationships
- Attend and concentrate
- Associate words and symbols with objects
- Percieve and discriminate
- Identify similarity & difference
- Classify objects
- See order or relationships
- develop concepts - space, size, shape
- explore and be curious
- manipulate
- Use creative Imagination

Games can Teach

- Cause and effect Relationship
- long term winning versus short term gains
- creating order from seeming chaos
- Second order consequences
- complex system behaviours
- counter-intuitive results
- Using obstacles as motivation
- The value of persistence



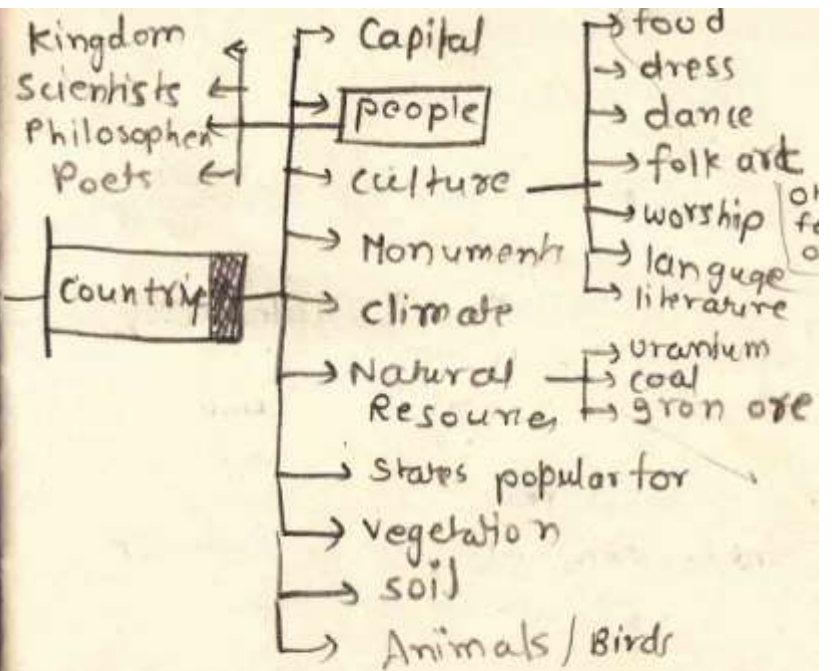
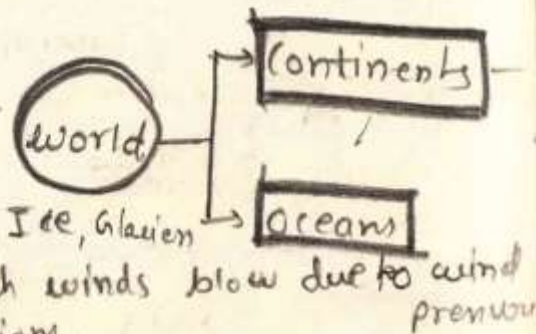
- **Advantages**

- [?] Player's concentration, involvement to much extent gives pleasure
- [?] Reality feeling
- [?] The way we control computer is not just boring press action. IT becomes much richness and more accord with our behaviour
- [?] we don't need to touch machine, so it is not easy to destroy machine.
- [?] Comparing to keyboard, gesture-based interaction is more advanced
- [?] Kind of Exercise
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- **Disadvantages**

- [?] Person with Disability cannot play properly
- [?] Become Tiring
- [?] Precision and Accuracy is a bit lacking

- Temperature
- Birds migration
- History
- Population
- Pollution
- Cold countries with Ice, Glaciers
- Directions in which winds blow due to wind pressure
- volcanic eruption
- Architecture
- 7 wonders of world

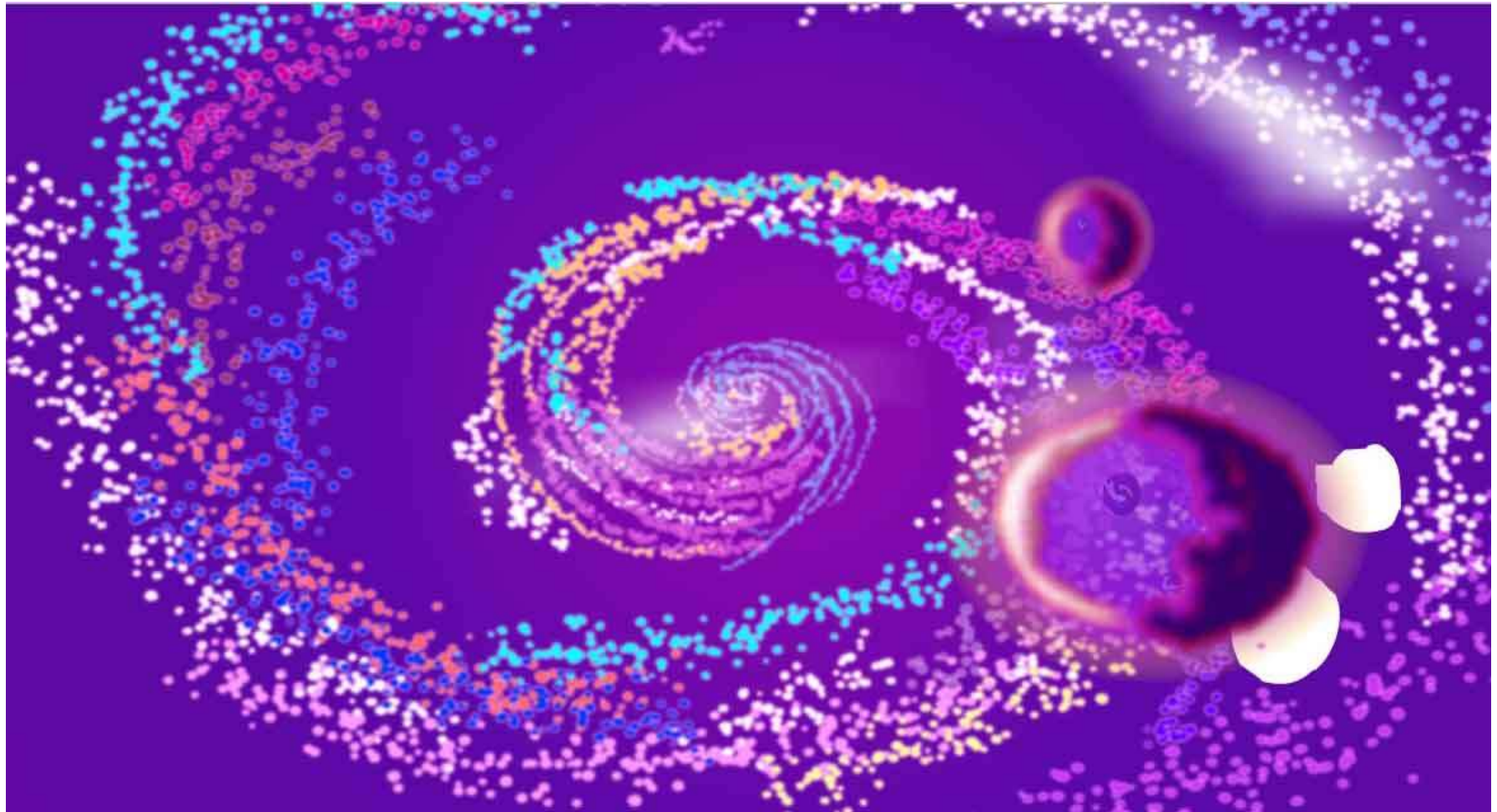


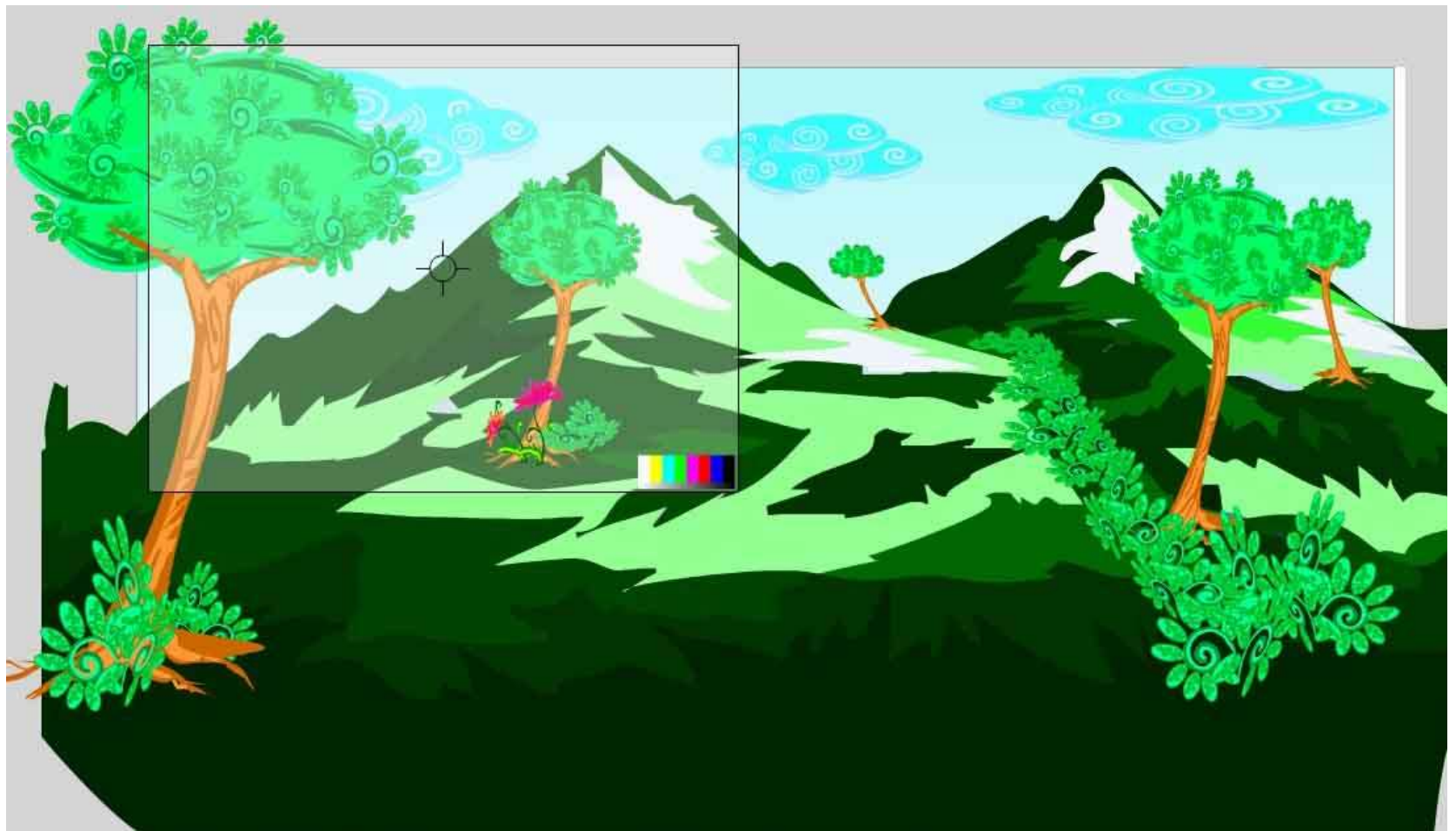
- **Concept -**
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- **Initial concepts :**
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- To design a game more related to Physics (and Chemistry involved to some extent) . In which the activities will be performed through Hand gestures.
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- Concept-1 :
- It will be related to Astronomy. I will be setting different levels to it.
- Plot- The player will be running around using spaceship in different planets, fighting the aliens, to reach to a planet in which something precious, either be a person or some material is present.
- Drawback - As suggested by professors in the jury , I was trying to bring cultural aspect by inserting Indian Mythological stories in game.
- But while researching about the Indian constellation stories, I realised that it is vast and need a lot of time to come up with a Concept which is effective for game
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- Concept-2 :
- The content will be more confined to the syllabus which is taught from 4th to 6th standard children. It will be based on the level of science in 'General science' textbook.
- Players with different powers(Electricity, Magnetism etc) will keep moving gaining powers through chemical compounds (Also there will be hurdles by inserting some poisonous compounds or exploding compounds,or freezing compounds) in order to search Scientists to recieve objects from them (Cut scenes will be involved to give intro about the the scientists that what they have done, may include few equations) and some task will be given to help the scientist or to help themselves to come with an output. To build an electric circuit to open a door or a lever pulley system with magnets in order to save something from falling down in a well.
- Game will be having initial story to tell about the game to the player.At every step whenever introduction to a scientist, or compound is required there will be animation
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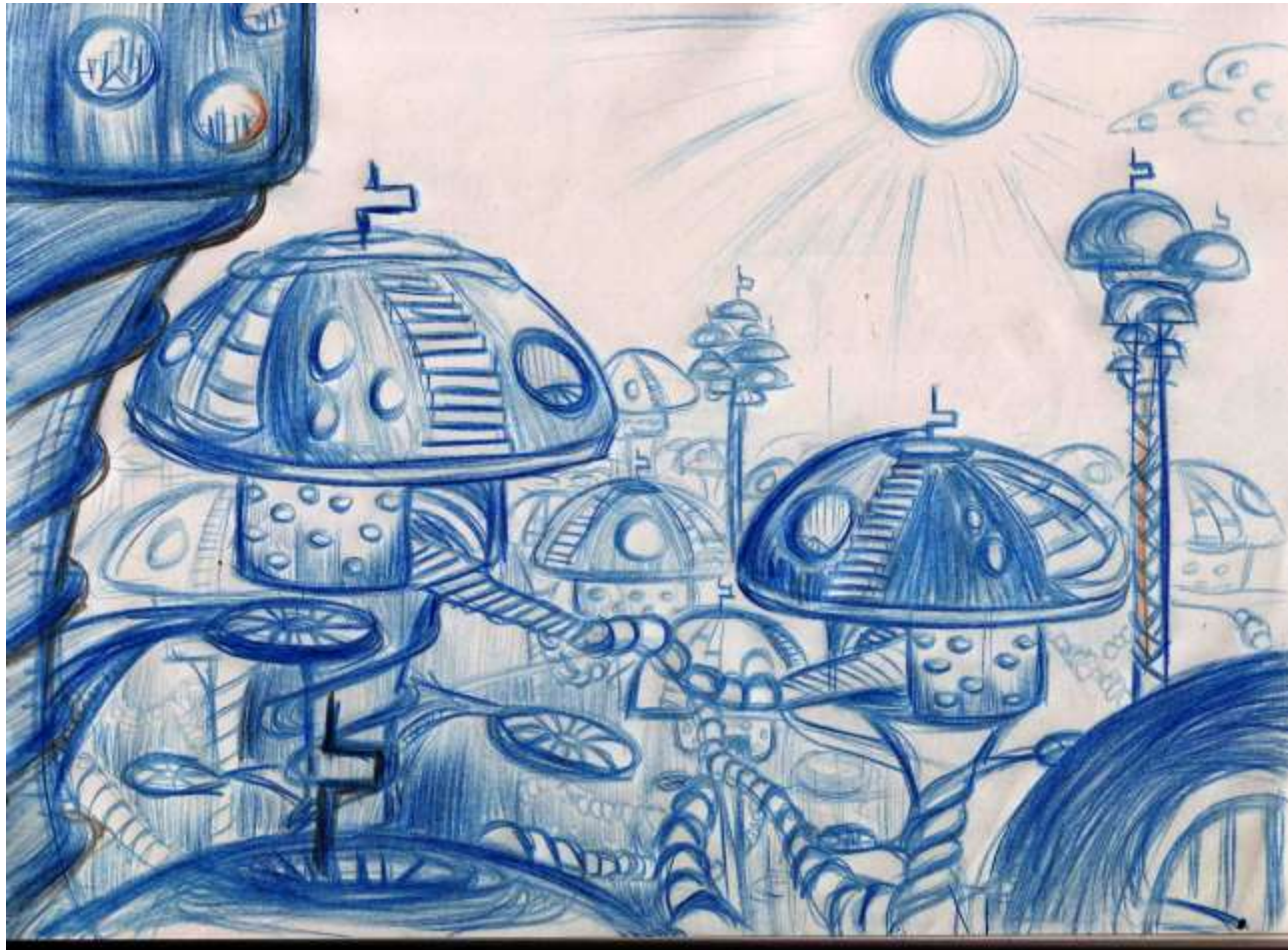
Visual style and exploration



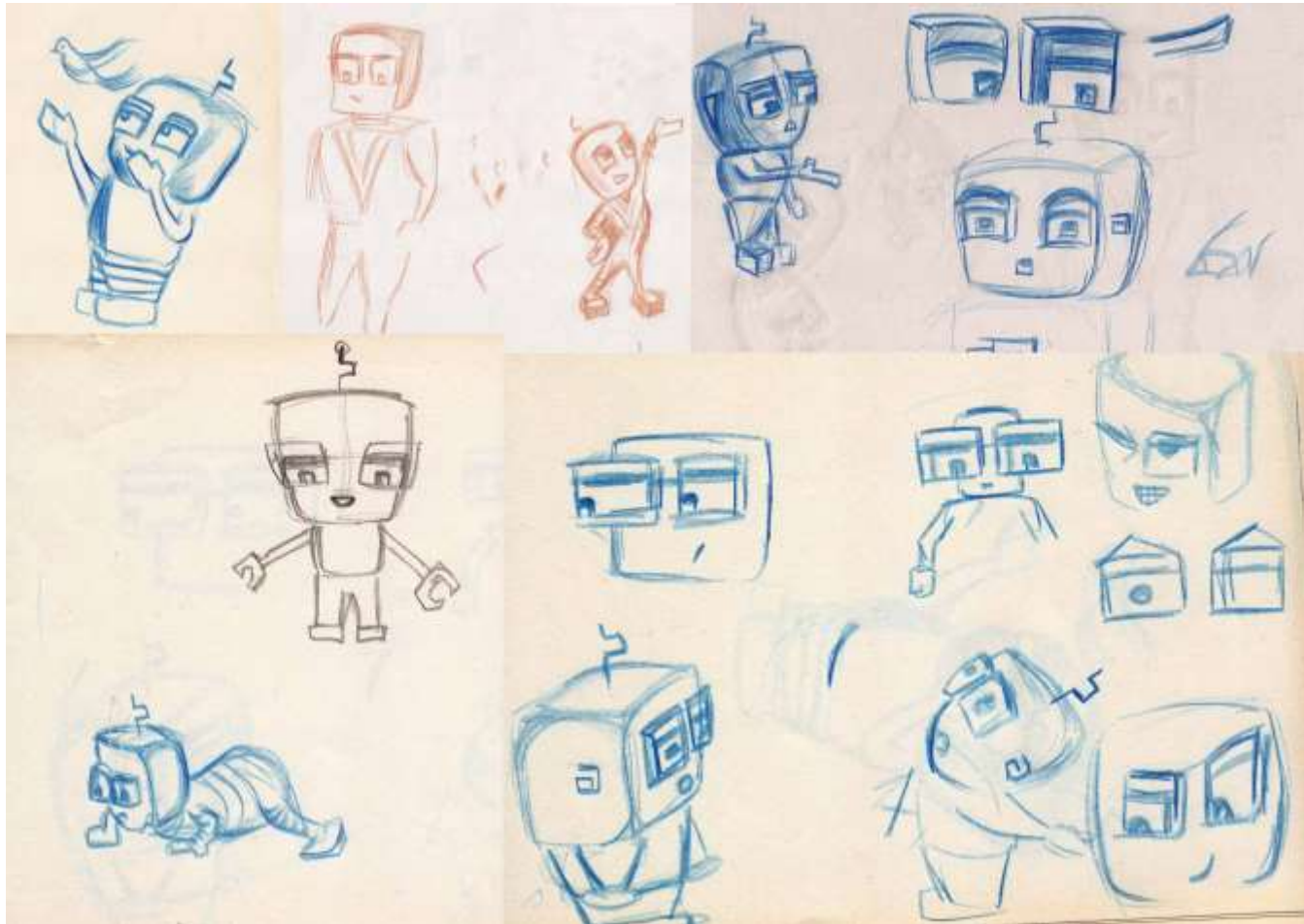


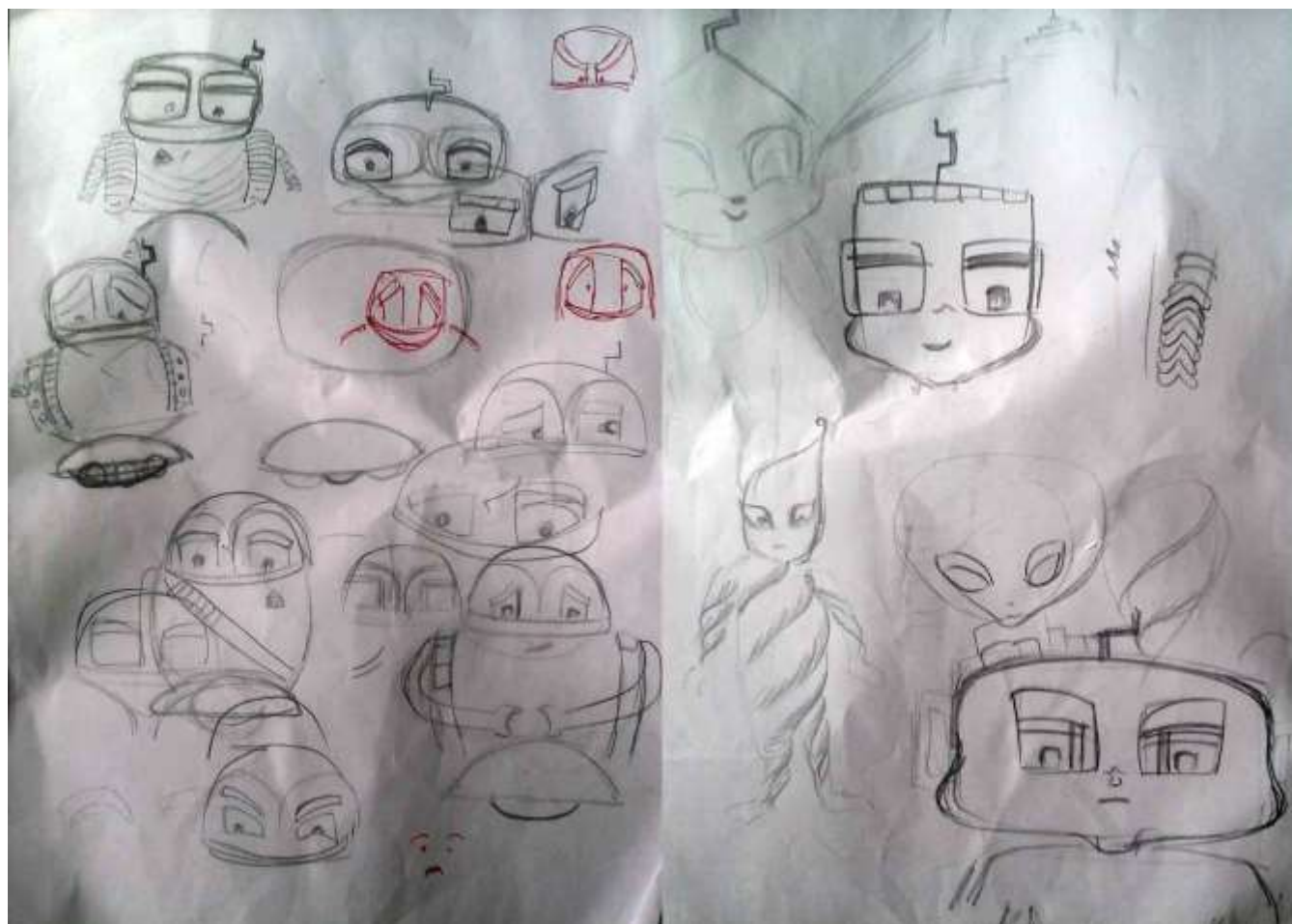


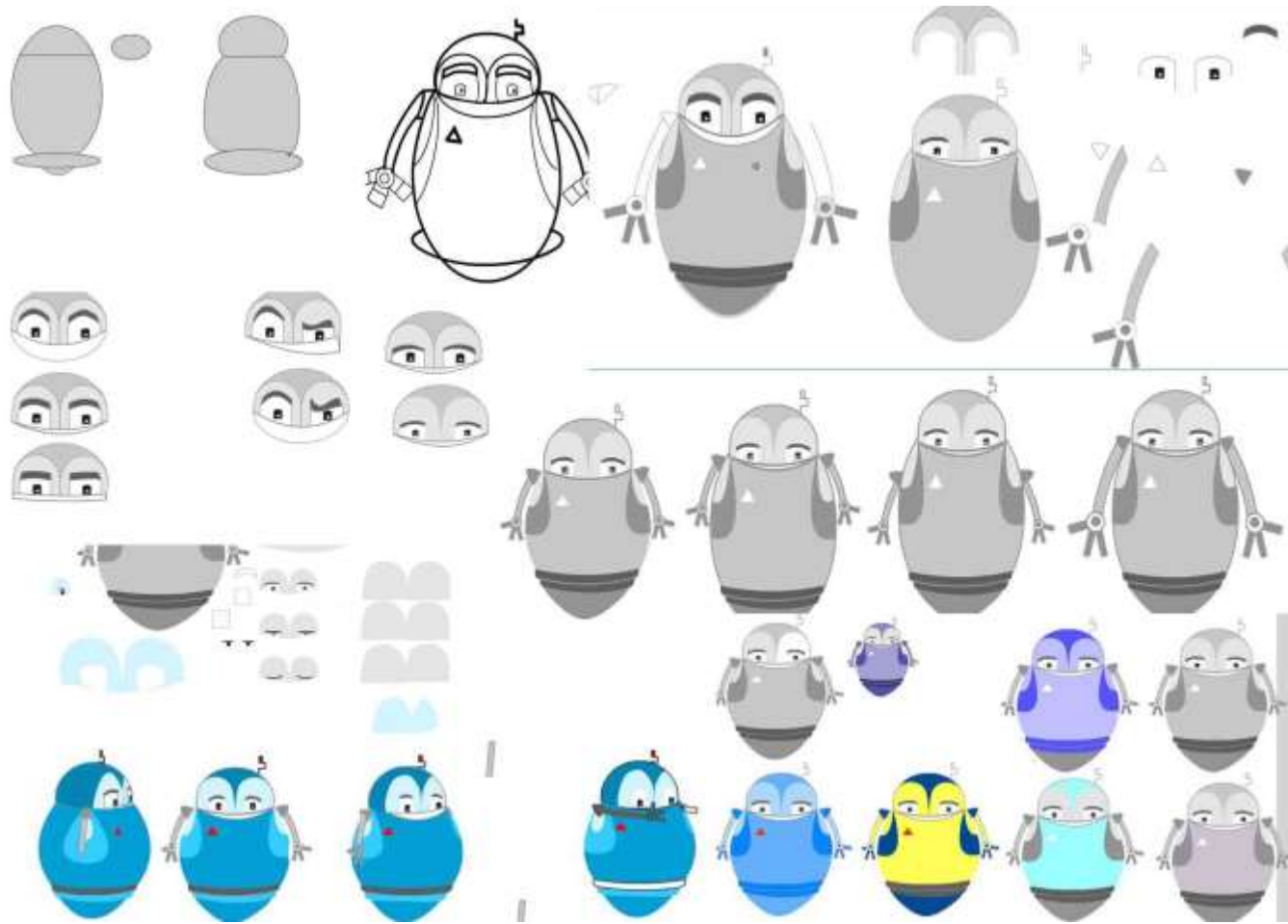


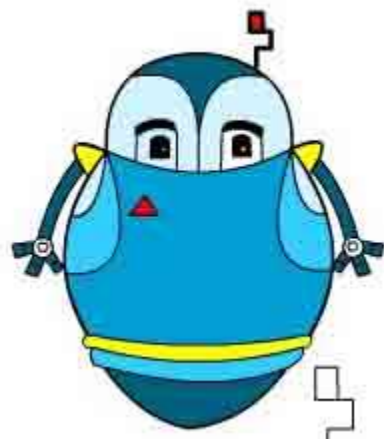


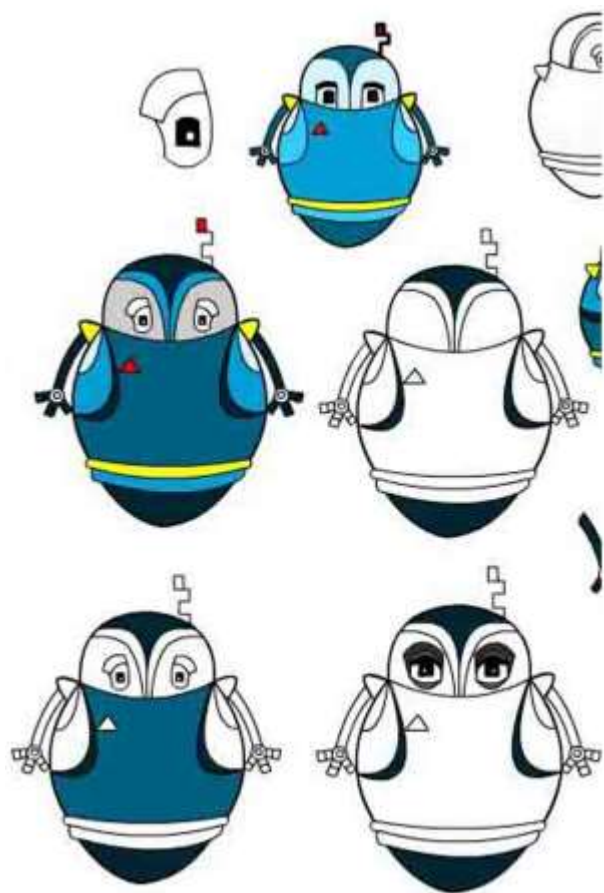
Character Exploration and development

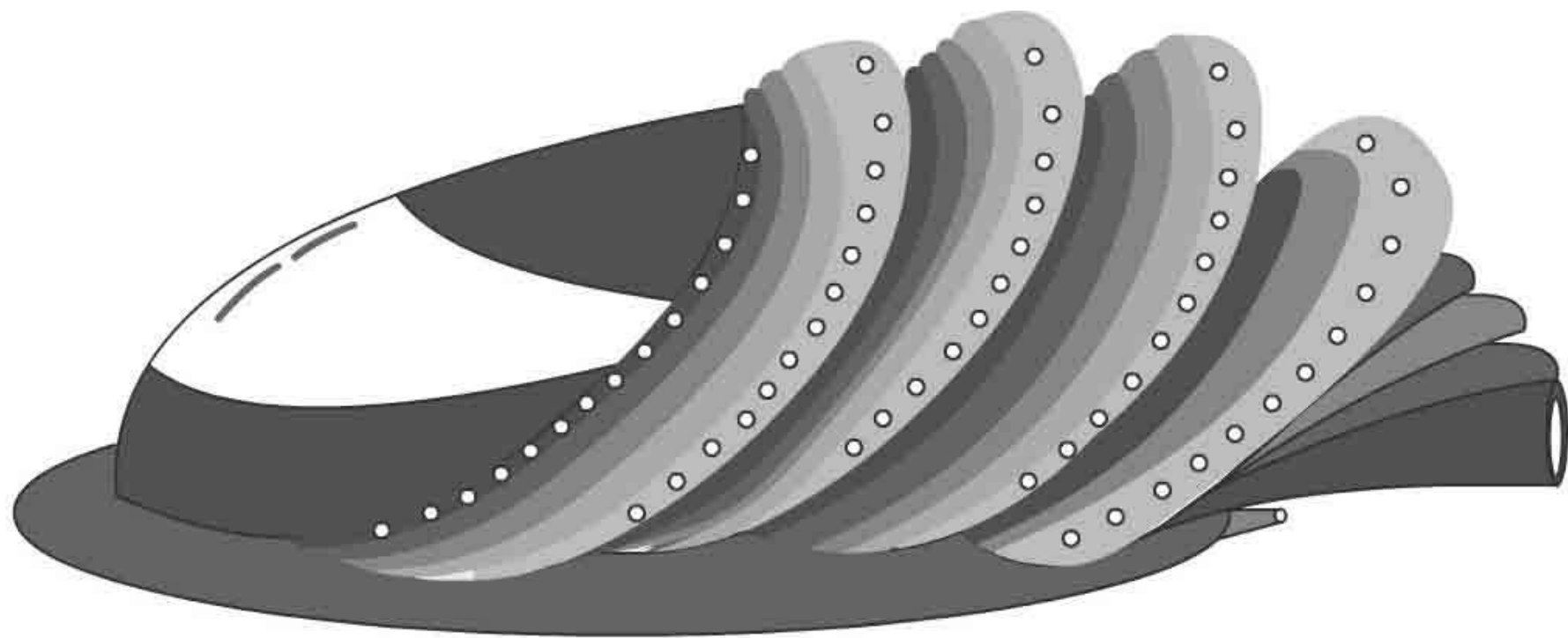


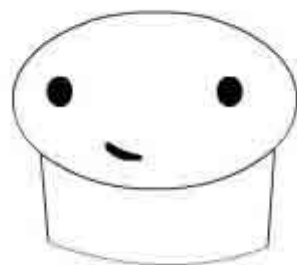


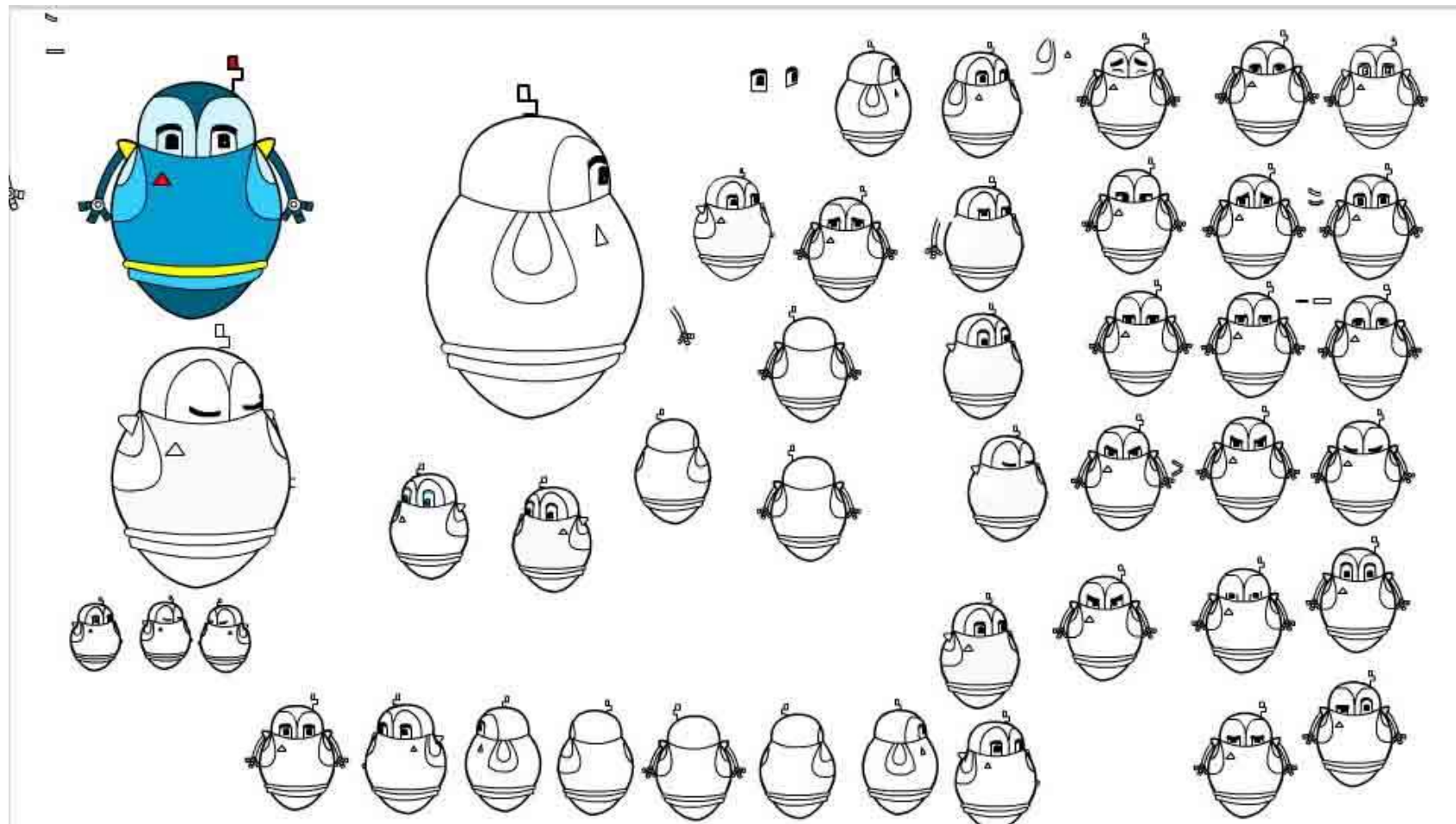












Game assets

