

Serious Gaming

"The Roman Mystery"

Who

- Martijn Ketelaars

Design of Virtual Theater and Games

- Leo Nabben

Head ICT comprehensive school Stevensbeek

- Joep Aben

Design of Virtual Theater and Games

The Roman Mystery

How did the “Loden Lady” die?

Serious Gaming

- Not pure entertainment.
- Health care, education and management.

- Game
- Video Game
- Serious Game

Objectives

- Playful, creative and able to evaluate on.
- Teaching through multimedia.
- Do and learn.
- Independent studying.
- Learning from others.

Why the Romans?

- The history subject Romans.
- Nijmegen nearby the school grounds.
- Nijmegen founded by the Romans.
- Inspiration.
- Opportunities.

Game Design

- Who did the “Loden Lady” die?
- Preparation lesson.
- Hints and Facts.
- Presenting the solution.

How does it work?

- Students pairs.
- Collecting clues.
- Lesson information.
- Observe surrounding.

Hints and Facts

- Hint: *Maybe the lady was killed because when building the Gods Column one of the 6 blocks of the pillar fell on her.*
- Fact: *The skeleton of the “Loden Lady” found during the excavations was completely intact.*

Battles

- Short minigame.
- Outside Mscape.
- Easy and quick.
- Roman style.
- Winning hints and facts.

Duration

- Marked area
- Own route
- Two Hours
- Answer

Discussion

- Back at school.
- Different answers.
- More than 1 correct answers.
- Understanding learning materials.

Mscape

- Mscape functions.
- Link teaching material to locations.
- User friendly.
- Self-sufficient.

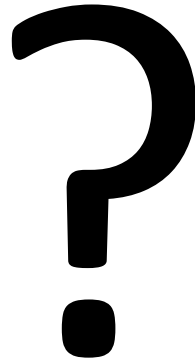
Easy to use on several courses.

- Biology
- Math
- Geography
- Chemistry
- Etc.

Conclusion

- Listen to teacher
- Schoolbooks
- Interactive learning
- Knowledge outside the school
- Cost of time and money
- Not all teachers enthusiastic

Questions & Contact



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