

Game Evaluation using Lepper's Instruction Design Principles for Assessment

Heading 1 Tomb Raider Underworld Description

This single player narrative-based game is about a treasure hunter, Lara Croft who is on a quest to ultimately find her mother. The player is Lara Croft, and she must first find Thor's hammer to open the Underworld to find her mother. She must undergo a series of checkpoints with puzzles to unlock as she approaches closer to her goal. There are obstacles in the way, namely natural disasters such as fires and she must also move quickly and try not to die in the meantime. In my experience, it was super difficult trying to navigate the controller because not only am I trying to move and move safely, but to also figure out where I am and how to get to the next checkpoint.

Heading 2 Analysis

I like the idea of incorporating intrinsic motivation to complete the game(Kapp, 2012), meaning, the Lara Croft character is not just finding treasure but she is doing with with the purpose of finding her mother. Each checkpoint brings her closer to her goal. Her motivation to win the game is to find her mother. In addition, during the game the player is able to draw on their gaming literacy by completing tasks by navigating a complex virtual environment (Apperly & Walsh, 2012). So not only is this game purposeful, it is educational! Digital games like this can serve as an important literacy tool because to navigate this sort of digital context is a complex experience even for adults!

Heading 3 Assessment

Using Lepper's Instruction Design Principles for Intrinsic Motivation (Kapp, 2012)

Control- Learner has control over the game. Learner makes choices independent of external influences. Activity is inherently intrinsic, and avoids superfluous external rewards. Withdraw external rewards gradually over time.

Challenge-Level of difficulty; feedback about accomplishments; multiple levels of goals.

Curiosity- Using activities that draw on the interest of the learner.

Contextualization- Using an authentic context and environment for the activity.

Key

Non-existent	
Somewhat	

Strong	
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Assessing Tomb Raider: Underworld

Control	
Challenge	
Curiosity	
Contextualization	

Heading 4 'Elements that can be adapted for my Gamified IS Topic

To play the game Tomb Raider Underworld was much more complex than I anticipated. Based on the Leppers model on intrinsic motivation, I felt this particular game, through the plot narrative, made the game worthwhile. What I liked especially was the aspect of puzzles the player must solve through the avatar(Lara Croft) in order to proceed to the next level/location. I may be able to incorporate that into Library Island...perhaps players will need to go through a series of puzzles at different posts on the island before they can activate their membership. I may look into location-based gaming since I want to orient students to specific places on their college campus as well as get them familiarized with library services as the IS topic.

References

Apperley, T., & Walsh, C. (2012). What digital games and literacy have in common: A heuristic for understanding pupils' gaming literacy. *Literacy*, 46(3), 115- 122. doi: 10.1111/j.1741-4369.2012.00668.x

Kapp, K. M. (2012). *The gamification of learning and instruction: Game-based methods and strategies for training and education*. San Francisco, CA: Pfeiffer.