

Supporting Teachers to Design and Use Mobile Collaborative Learning Games

Mobile Learning International Conference
February 28th to March 2nd 2014 – Madrid

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PÔLE DE RECHERCHE ET D'ENSEIGNEMENT SUPÉRIEUR

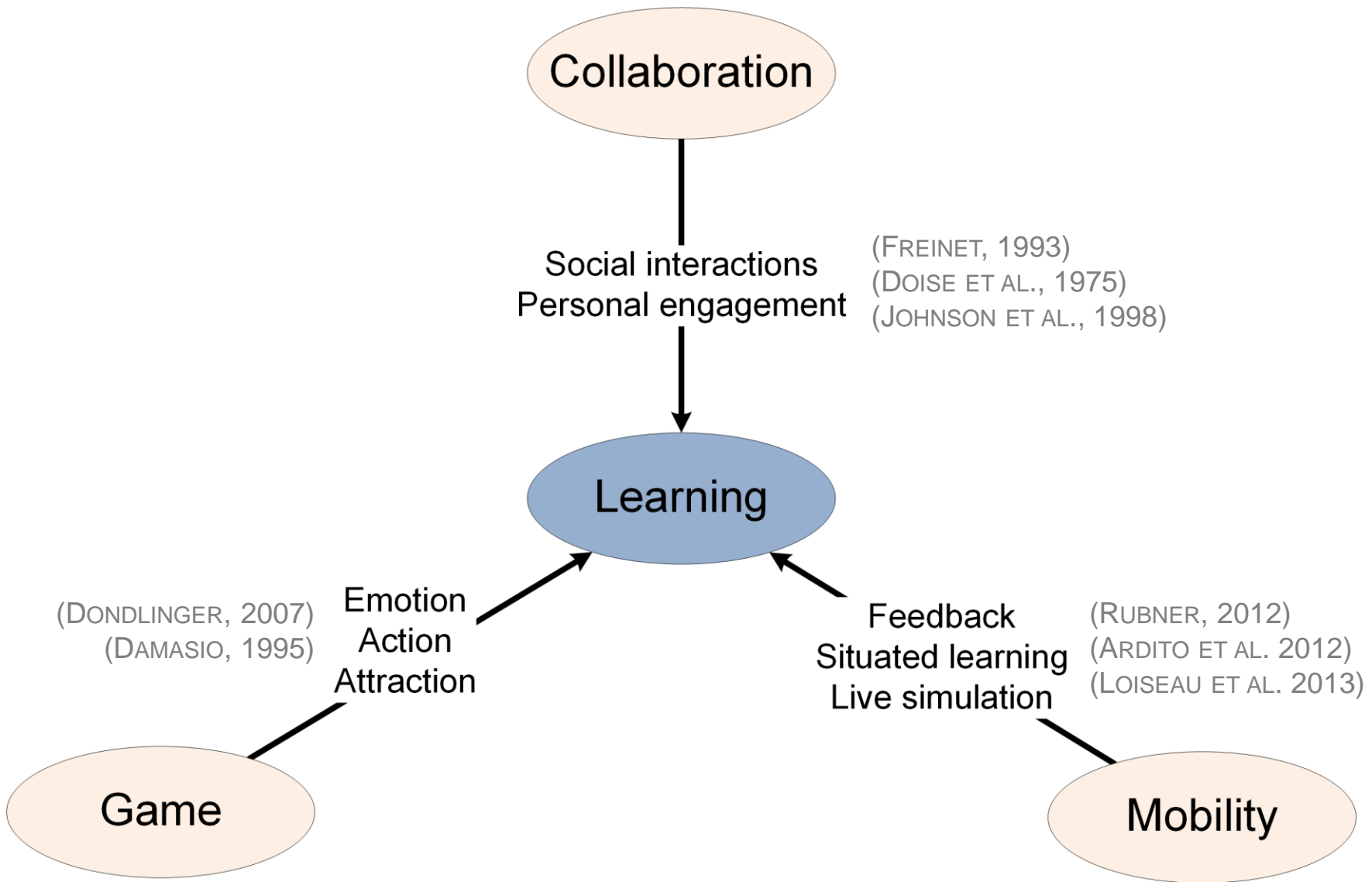

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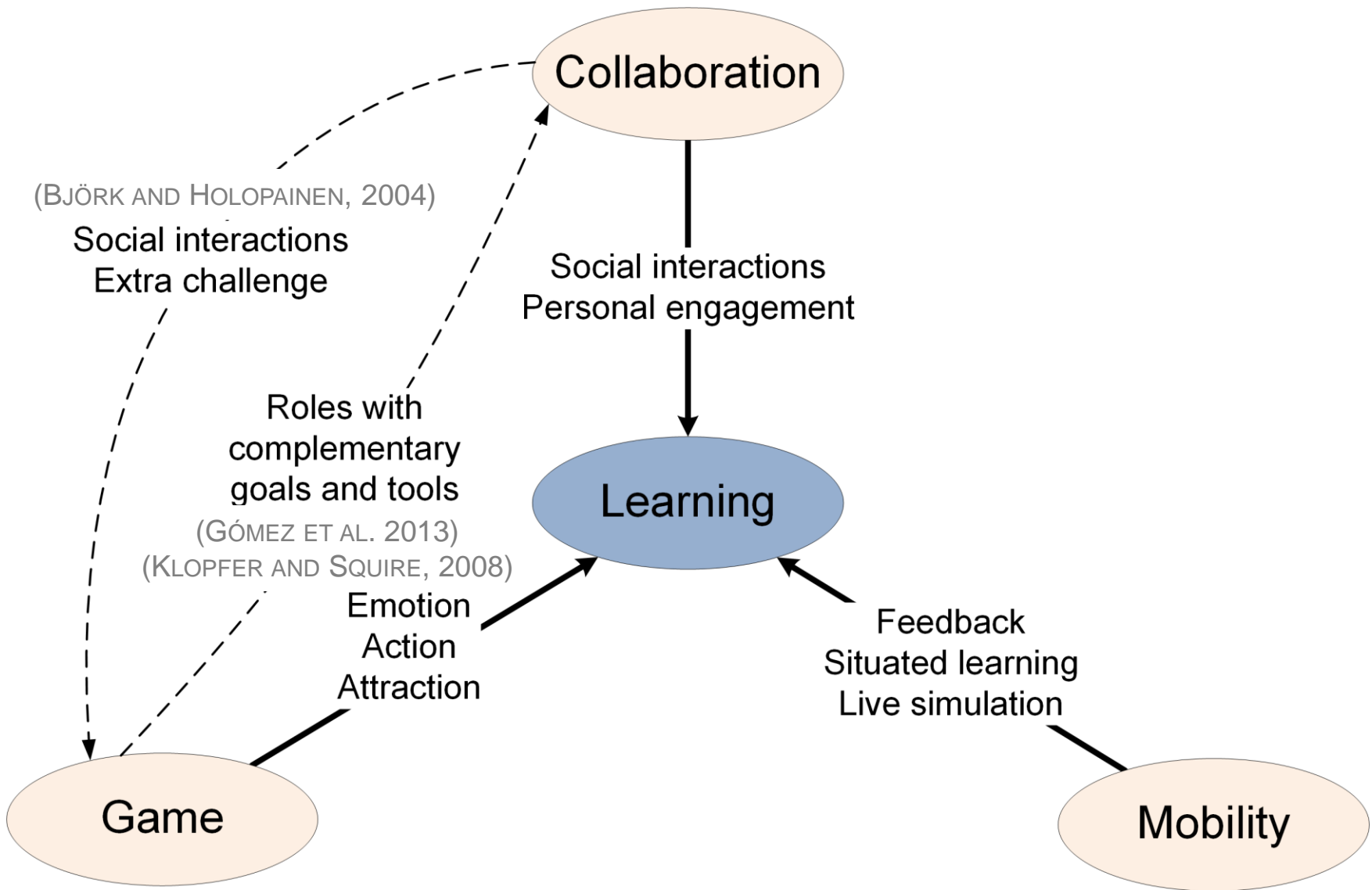

lium

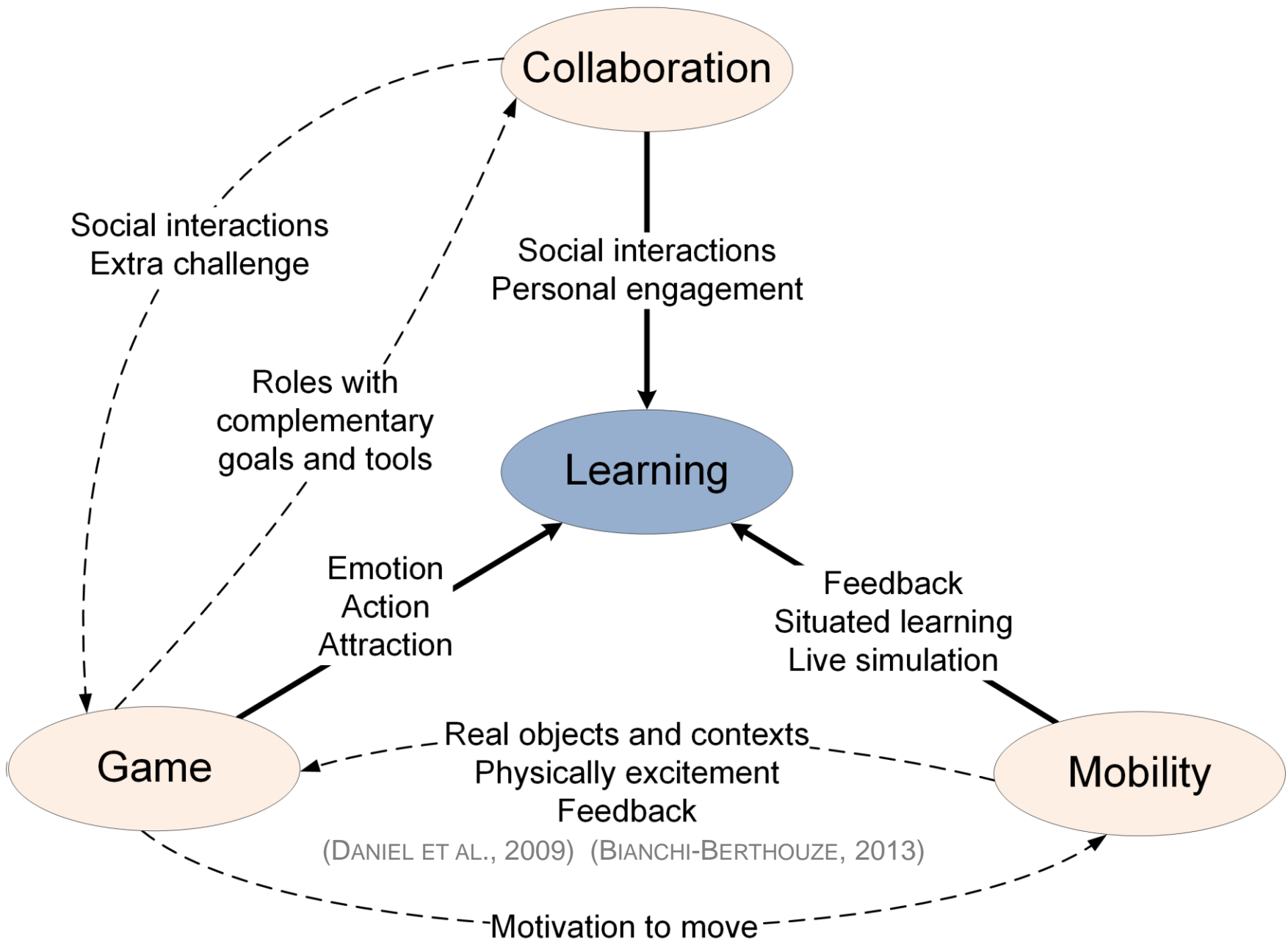


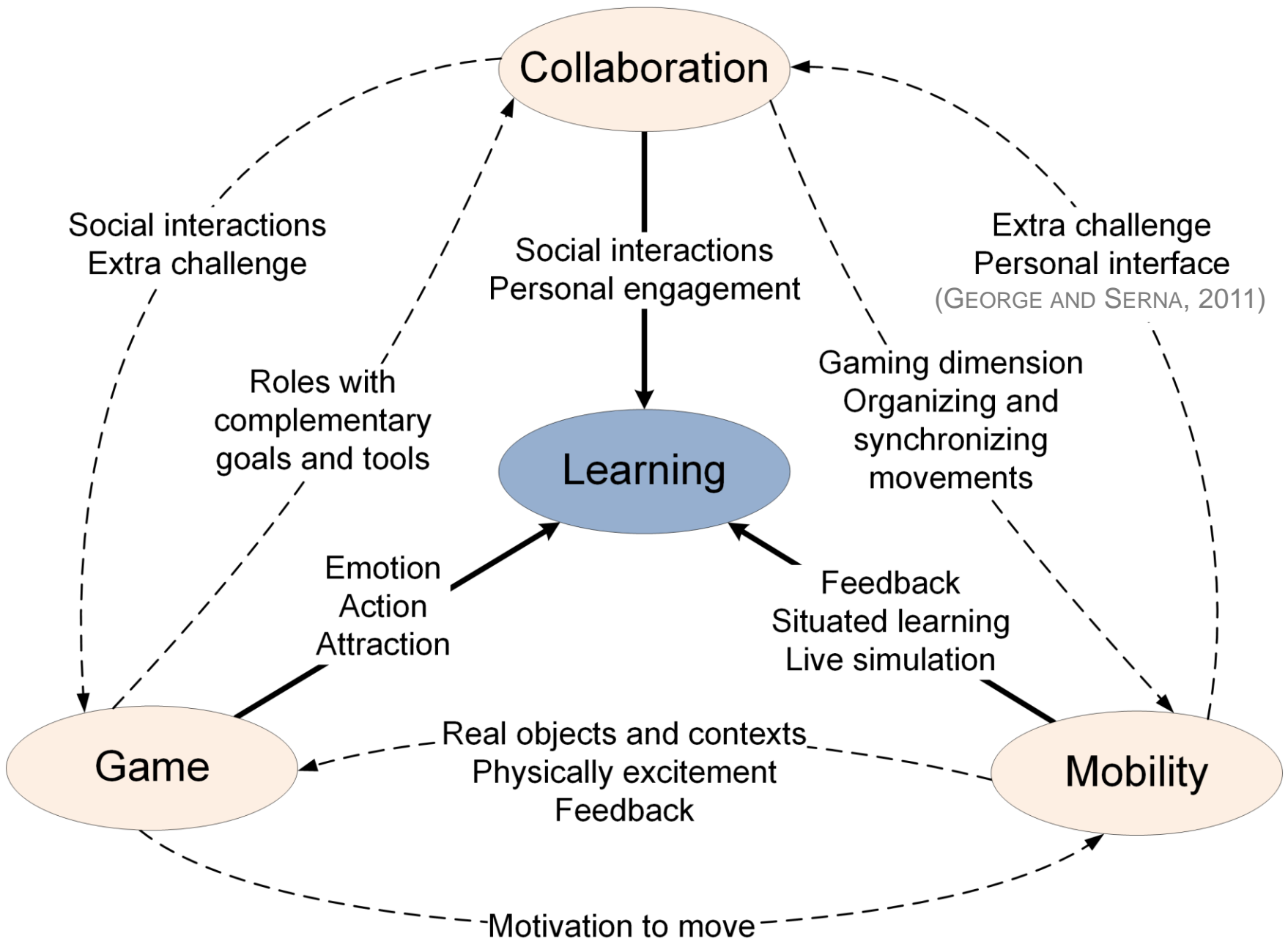


How to motivate and engage students ?











How to Support the Design of Mobile Collaborative Learning Games ?

Guiding with Game Patterns

- Design challenges
 - Combined challenges in 3 domains
 - Mobile Learning
 - Collaborative Learning
 - Learning Games
 - Added challenge of creating effective synergy
- **Game Patterns** that naturally integrate these mechanics
 - Live action role-playing game
 - Mystery game
 - Treasure hunt
 - ...

Live Action Role Playing Game - LARP

- Game:
 - Participants play a role with specific goals
- Mobility:
 - Real setting
 - Reconstructed environment
- Collaboration:
 - Complementary roles
 - Contradictory goals
- Educational potential:
 - Practicing social skills
 - Understanding complex subjects without a given solution
 - Understanding complex mechanisms involving several actors



HEROIC FANTASY LARP



LARP BATTLEFIELD EQUIPMENT

Mystery Game

- Game:
 - Collect and analyze clues to solve the mystery
- Mobility:
 - Real setting with real objects
 - Actors
- Collaboration:
 - Negotiation to collect or trade information
- Educational potential:
 - **Case based teaching** (medical, engineering, law cases ...)
 - Practice theoretical knowledge to solve a complex case



PUBLIC LIBRARY MURDER GAME



FORT WORTH - SOLVE THE CASE !

Treasure Hunt

- **Game:**
 - Follow a series of clues to find a hidden treasure
 - Explore and get familiar with environment
- **Mobility:**
 - Interact with real items
 - Explore Locations of interest
- **Collaboration:**
 - Organization to collect and trade information
- **Educational potential:**
 - Learn about the characteristics of real items, locations and environment



BIOLOGY SCAVENGER HUNT



GEOCATCHING



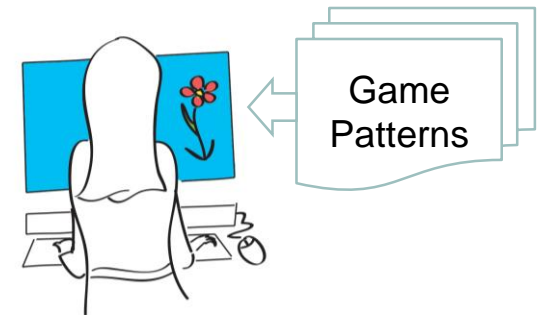
How to encourage teachers to Use Mobile Collaborative Learning Games ?

Place de teacher in the center

- Use and maintenance challenges
 - Testing game before
 - Adapting game to educational needs
 - Using available devices
- Tools to help teachers:
 - **Design** their own MCLGs and **Understand** the mechanisms under the lid to adapt them
 - **Monitor** the student's progression in the game and **Adjust** the scenario in real time
 - **Deploy** MCLGs on the available mobile devices and fully integrate them to their course

Design and Understand

- Authoring tools for teachers that offer:
 - A set of pre-made game shells
 - Maximum adaptation
 - Automatic generation of functional games
- Improve existing authoring tools for LGs:
 - EADVENTURE (MORENO-GER ET AL., 2008)
 - STORYTEC (MEHM ET AL., 2009)
 - GAME SHELLS (THIAGARAJAN ET AL., 2003)
 - LEGADEE (MARFISI ET AL., 2008)
 - Add game shells for MCLGs game patterns
 - Guide choice and use of game shells
 - Add functionalities for designing mobile games



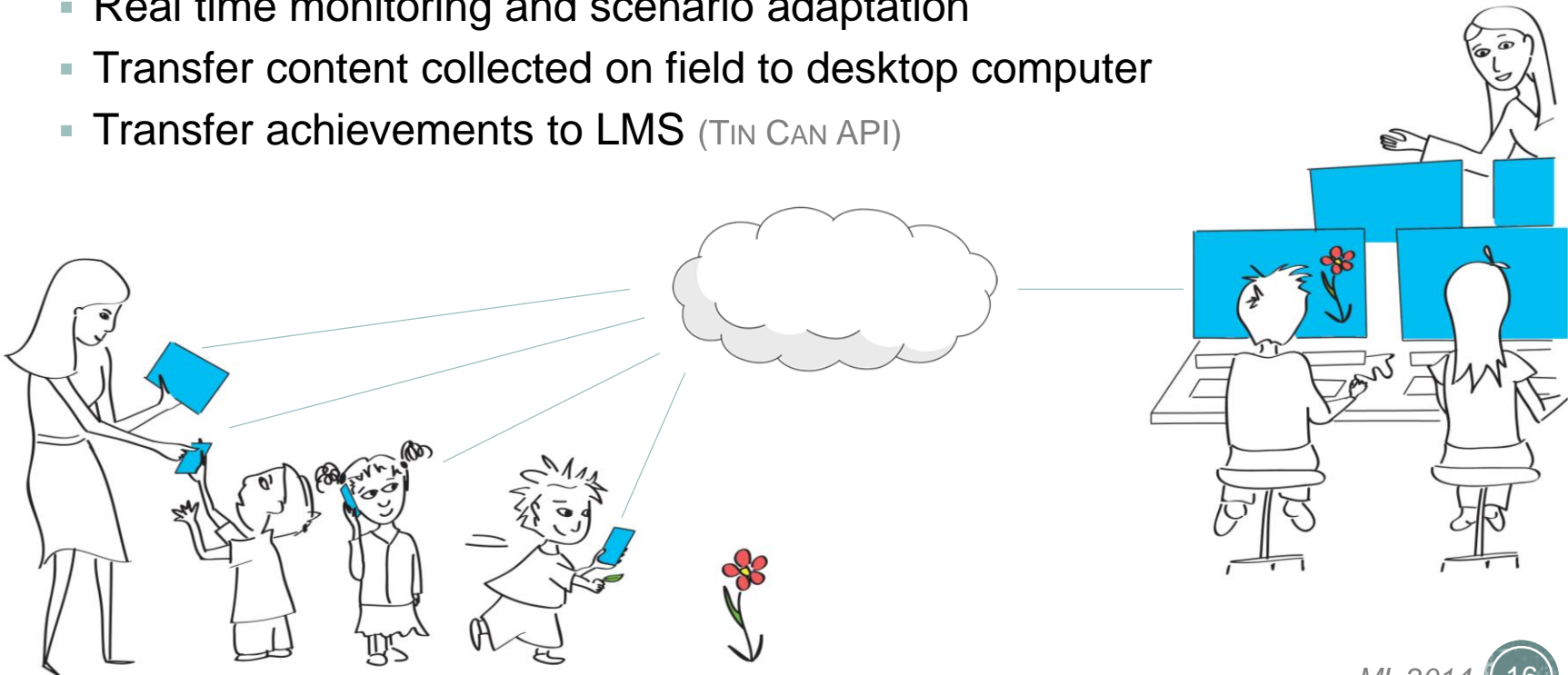
Monitor and Adjust

- Mobile Monitoring Tools for teachers :
 - View students' progression (CARRON AND MARTY, 2012)
 - View high level feedback from students' actions
 - Adjust the game scenario in real time (PONDER ET AL. 2003)
 - Pilot a game character (NEY ET AL., 2010)
 - Contact students (individually or by group)



Deploy

- Tools and Standards to support :
 - Deployment of game on various types of mobile devices
 - Real time monitoring and scenario adaptation
 - Transfer content collected on field to desktop computer
 - Transfer achievements to LMS (TIN CAN API)



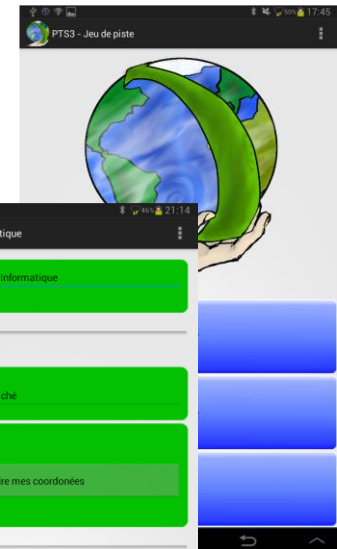
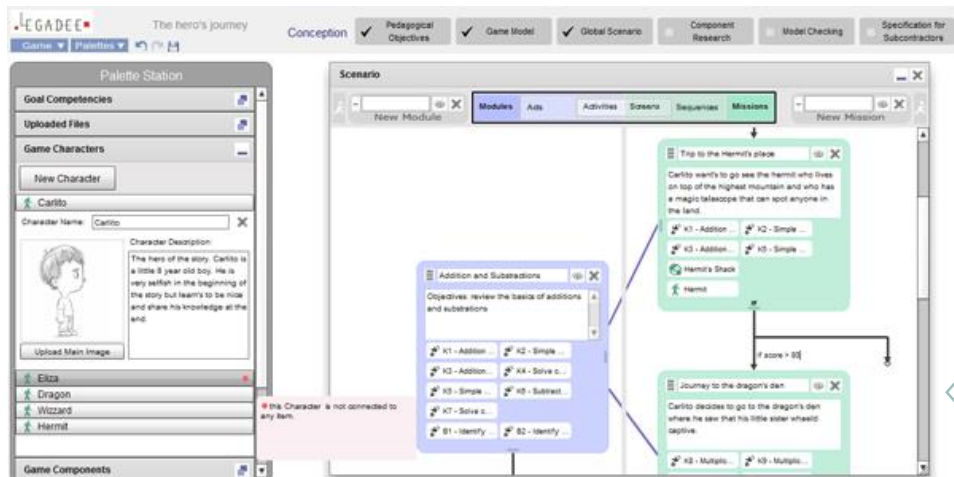


Work in Progress



Authoring Tools

- LEGADEE - Learning Game Authoring Environment
<http://www-lium.univ-lemans.fr/legadee>
 - Add Game Patterns
- Treasure Hunt Editor on Android
 - Add connection to LEGADEE



Support Collaborative Activities

- Screen Share App on Android
 - Share objects from one screen to another
 - Design collaborative activities with complementary tools

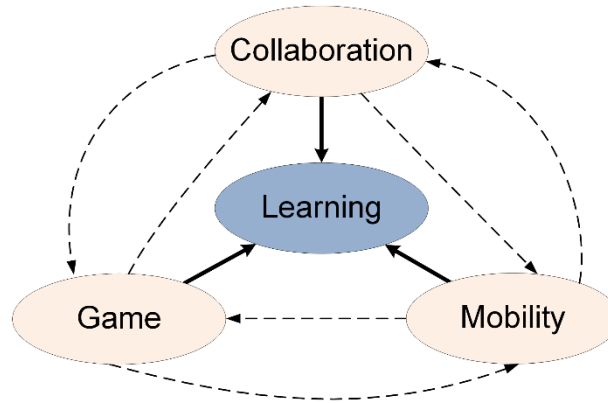
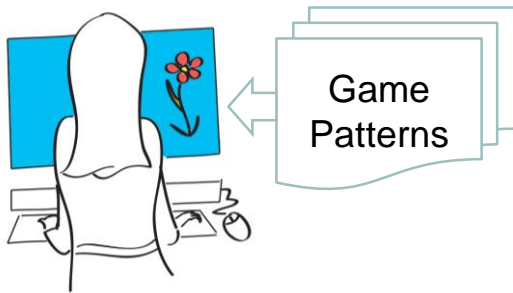




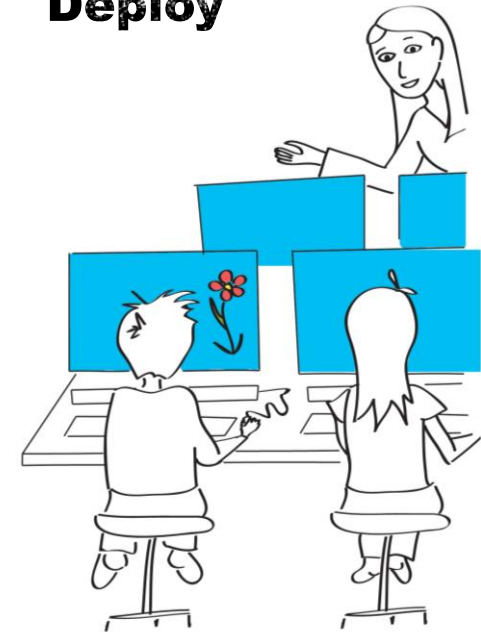
To Sum Up

Supporting Teachers to Design and Use Mobile Collaborative Learning Games

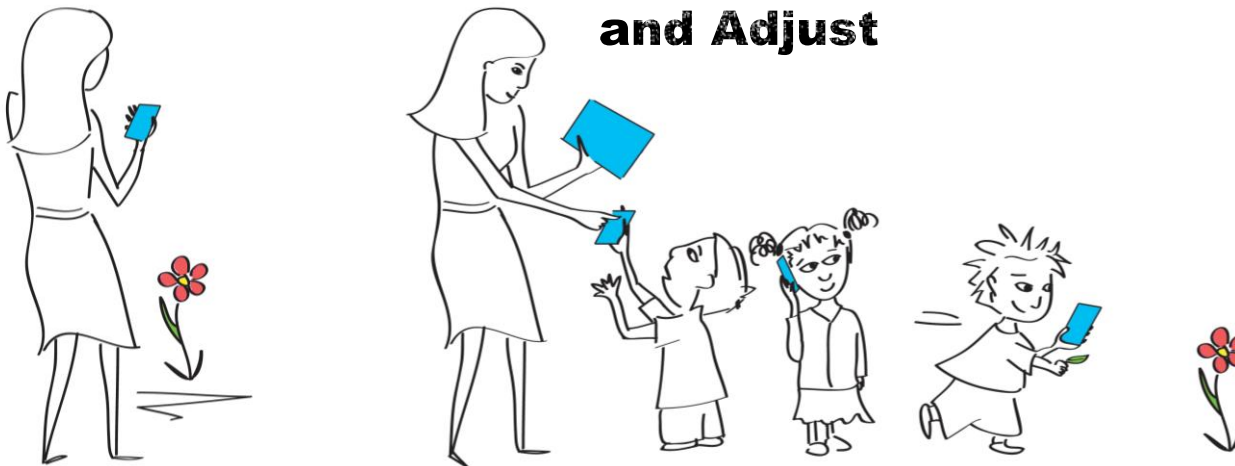
Tools to Design and Understand



Tools and Standards to Deploy



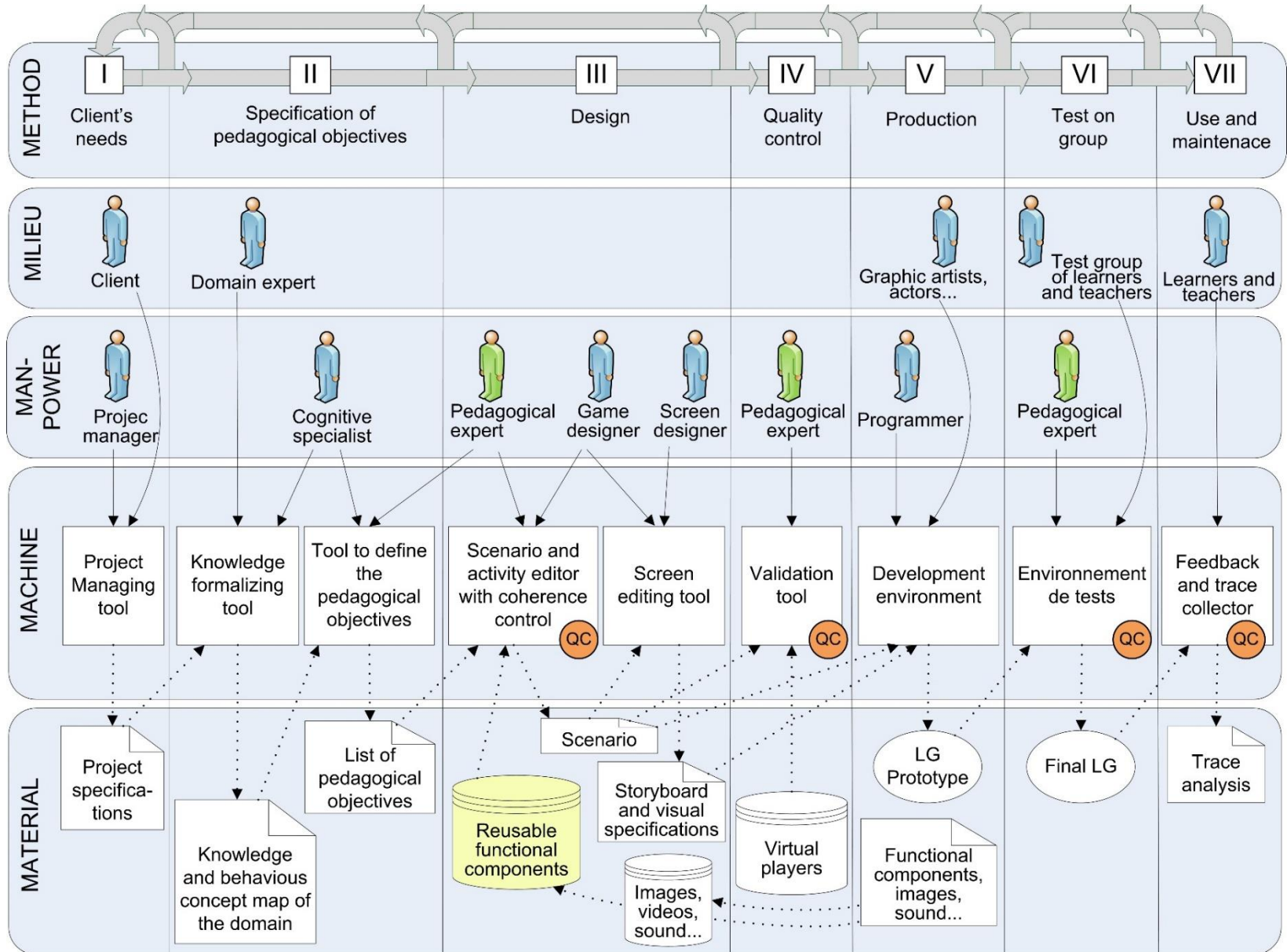
Tools to Monitor and Adjust



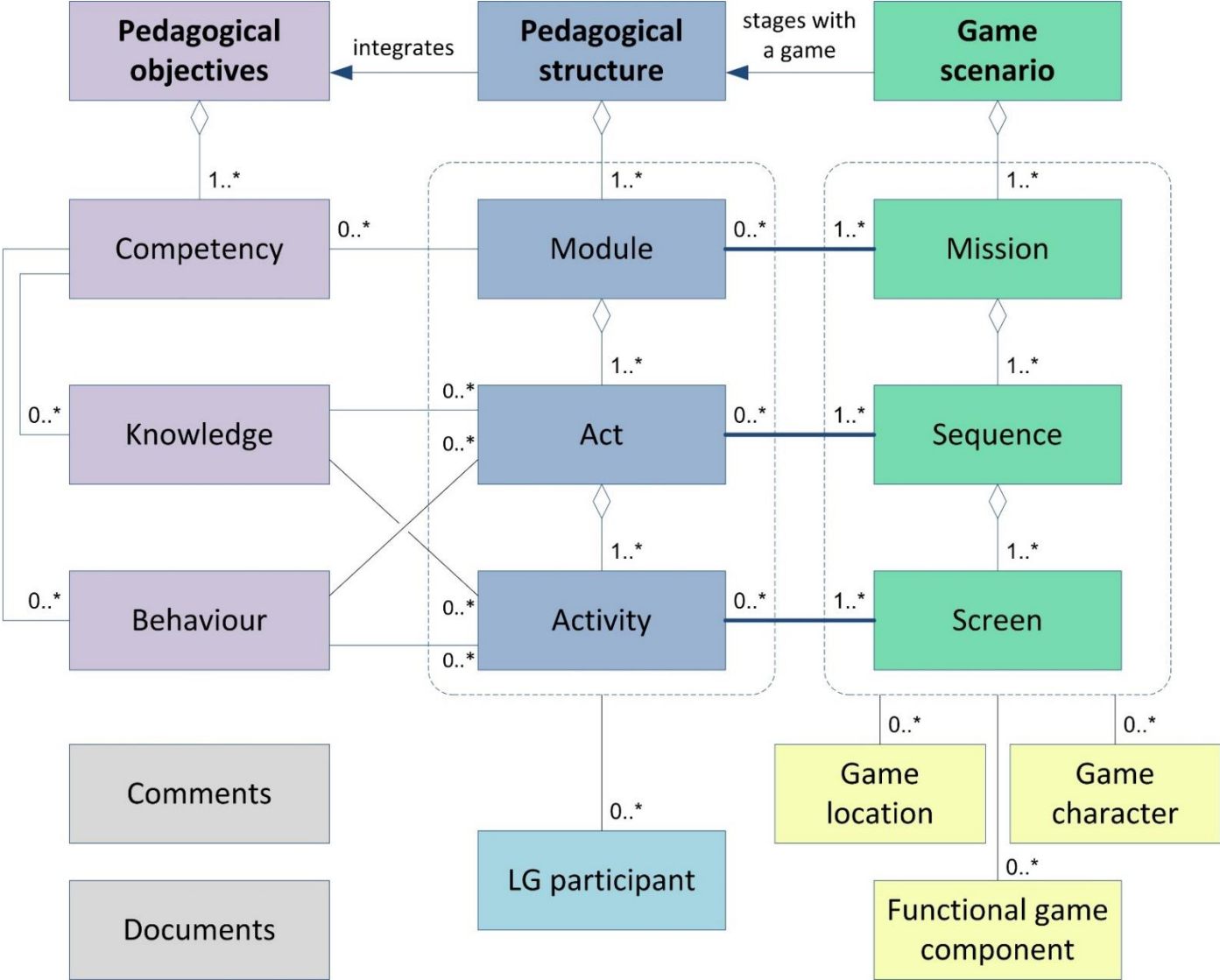
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Legadee - design methodology



Legadee - scenario model



Legadee - tools

Conception

Pedagogical Objectives

LG Model

Global Scenario

Component Research

Pre-validation

Specification for Subcontractors

Goal Competencies

Edit Show: All Knowledge Competencies Behaviour

C4
C4 description of the Competency 4. This is great, I'm almost...

B1
K2
K1


C3
C2
C1

Game Characters

New Character

hero
dragon

Character Name: dragon



Character Description:
The dragon is the an original charcter. He doesn't want to kill or eat the hero, he actually just wants to learn.


Upload Main Image

Game Locations

New Location

castle
dragon's den

Location Name: dragon's den



Location Description:
The dragon's den looks like a scary place in the beginning but the hero discovers little by little that it is actually very comfortable and civilized with books, a computer and Internet !

Upload Main Image


Game Components

Search for Game Components
math

Search See All

Component Type: Adaptability:
 Pedagogical Data
 Functional Interface
 Tool

my Component 3
my Component 2



my Component 2
Identifier: LIRIS-RF01
Provider: LIRIS
Contact: Patrick Prévôt
★★★★★ 6 comments

Description: Description of Component 2
Adaptability: Adaptability of Component 2
Use Statistics: UseStatistics 2
[Detailed Description and Examples](#)

my Component 1

Participants Roles & Groups

New Role New Group

Player

Role Name: Player

Role Description:
This game is a one person player game where the player impersonates the hero of the story.]

Tutor

Comments

New Comment

ambiance in the dragon's den

Comment Name: ambiance in the dragon's den

Comment for: All Just Me
 Client Game Designer Developer
 Project Manager Pedagogic Expert Graphic Designer

Enter Comment:
The general ambiance in the dragon's den must evolve during the game from scary to welcoming. The music, the light and the expretion on the dragon's face should

hero's clothing

Uploaded Files

Upload New File

Dragon's desk
list of dragon's books

File Name: list of dragon's books

Image Text File Computer Program

File Description or Comments:
This file contains the list of the books in the dragon's den. The hero can read them to gain experience.

Upload the File

example of code for evaluation

Export WorkSheet

Export Complete Worksheet
 Export Partial Worksheet for:

Client
 Project Manager
 Pedagogic Expert
 Game Designer
 Developer
 Graphic Designer

The WorkSheet for the Project Game Designer contains:
- general information
- detailed game scenario
- comments for the Game Designer

Export WorkSheet

Exporting...

Legadee - tools

LEGADEE Samouleen Conception

Game Palettes

Pedagogical Objectives Game Model Global Scenario Component Research Detailed Scenario Model Checking Specification for Subcontractors

Palette Station

Goal Competencies

Edit Show: All Knowledge Competencies Behaviour

- C1 - Indicateurs opérationnels
- C2 - Organisation d'entreprise
- C3 - Analyse générale d'entreprise
- C4 - Investigation approfondie d'entreprise
- C5 - Diagnostic sectoriel
- C6 - Définir actions leviers
- C7 - Etablir un plan d'action
- C8 - Présenter plan d'action

Participant Roles & Teams

New Role New Teams

Tuteur

Role Name: Tuteur

Role Description:
Le tuteur jou le rôle de l'animateur du LG. Il intervient au début du jeu pour expliquer les principes du jeu et pourquoi il est utiliser dans le cadre de la formation

Scenario

New Module New Mission

Modules Acts Activities Screens Sequences Missions

Indicateurs globaux
Acquérir la compétence C1.
Apprendre la méthode de diagnostic d'entreprise et les indicateurs de la méthode Lean.
K1 - Démarc... K2 - Domain...
K3 - Service... K4 - Les indi...
B4 - Utiliser ... B7 - Respect...
B3 - Collecte...

Organisation d'entreprise
Acquérir la compétence C2.
Apprendre l'organisation générale d'un entreprise et s'avoir se comporter correctement.
K5 - Organis... K6 - Utilisatio...
B1 - Respect... B2 - Organis...
B3 - Collecte... B4 - Utiliser ...
B5 - Ne pas ...
Tuteur

Analyse générale
Acquérir la compétence C3.
Mener une analyse SWOT sur l'état d'une entreprise et décider des services qui posent le plus de problème.

Investigation approfondie
Définir plan d'action
Présenter et défendre plan

Legadee - tools

LEGADEE Samouleen Conception

Game Palettes

Pedagogical Objectives Game Model Global Scenario Component Research Detailed Scenario Model Checking Specification for Subcontractors

Palette Station

Game Characters

New Character

Takahiro
Zenkai

Character Name: Zenkai

Character Description:
Le sensei de notre jeune apprenant. Il est là pour le guider mais aussi pour lui faire passer des testes de connaissances.

Upload Main Image

Linikoné
Daiki
Takagéré
Employers de Kogatana

Game Locations

New Location

Kogatana
Temple Lean

Location Name: Temple Lean

Location Description:
Le temple Lean est le point de départ de l'histoire et l'apprenant peut y revenir à tout moment pour demander conseil à ses maîtres, revoir où en est sa formation ou admirer ses trophés.

Upload Main Image

Plan du temple

Scenário

Modules Acts Activities Screens Sequences Missions

New Module New Mission

Indicateurs globaux

Acquérir la compétence C1.

Apprendre la méthode de diagnostic d'entreprise et les indicateurs de la

K1 - Démaro... K2 - Domain...
K3 - Service... K4 - Les indi...
B4 - Utiliser ... B7 - Respect...
B3 - Collecte...

Organisation d'entreprise

Apprendre l'organisation générale d'un entreprise et s'avoir se comporter correctement.

K5 - Organis... K6 - Utilisatio...
B1 - Respect... B2 - Organis...
B3 - Collecte... B4 - Utiliser ...
B5 - Ne pas ... B7 - Respect...

Analyse générale

Padawan du Lean

Lors d'une visite du temple du Lean, Takahiro découvre les 8 étapes du diagnostic d'une entreprise et les 8 salles du temple où il va mener la dernière

K1 - Démaro...
Temple Lean
Takahiro Zenkai
Linikoné

Découverte de Kogatana

Le Sensei vérifie la bonne connaissance des 8 étapes de la méthodologie. Le directeur lui présente ensuite les 16 indicateurs globaux puis les 30 indicateurs

K1 - Démaro... K2 - Domain...
K3 - Service... K4 - Les indi...
B4 - Utiliser ... B7 - Respect...
B3 - Collecte...
Temple Lean Kogatana
Takagéré Daiki
Linikoné Zenkai
Takahiro

Organisation de Kogatana

La scène débute avec Daiki qui propose à l'apprenant la clé des archives (piège) et un accès au site Web de Kogatana qui permet à l'apprenant de faire

Legadee - tools

LEGADEE Samouleen Conception

Game Palettes

Pedagogical Objectives
 Game Model
 Global Scenario
 Component Research
 Detailed Scenario
 Model Checking
 Specification for Subcontractors

Palette Station

Model Checking


Game Locations

New Location

Kogatana

Temple Lean

Location Name: Temple Lean



Location Description:
Le temple Lean est le point de départ de l'histoire et l'apprenant peut y revenir à tout moment pour demander conseil à ses maîtres, revoir où en est sa formation ou admirer ses trophés.

Upload Main Image

Plan du temple

Uploaded Files

Upload New File

- Question QCM compétence 1
- Indicateurs opérationnels
- Indicateurs globaux de Kogatana
- Questions directeur
- Plan du temple
- Plan de Kogatana

File Name: Plan de Kogatana

Image Text File Computer Program

File Description or Comments:
Plan de l'usine Kogatana vue du dessus.

Upload the File

Scenario

Modules Acts **Activities** Screens Sequences Missions

New Activity New Screen

▼ Savoir où trouver les I.O.

Exercice correspondance services/I.O.


Exercice de correspondance entre les Indicateurs opérationnels et les services d'une entreprise où on est susceptible de trouver des information les concernant.

K3 - Service...

▼ Quete des valeurs des IO

Ecran 4 : valeur des IO

Title on Screen: Plan Kogatana



Description:
Apparition du plan en plein écran. Le Sensei est au premier plan en bas à gauche, puis disparaît à la fin de son monologue. n1=nombre de valeurs obtenues (I.O. utilisés par

Indication of the mission for the player:
Attribuez une valeur à chaque I.O. en fonction des informations collectées, avant de le valider.

Tool Tips on the Screen:
les tool tips qu'il y a au dessus des différentes salles de l'entreprise.


Dialogues:
Sensei : "Il faut maintenant attribuer une valeur numérique à ces indicateurs. A vous de jouer en allant chercher ces informations dans les bons

Actions & Clickable Objects:
Clic sur Service Commercial -> Ecran 5.1
Clic sur Service Qualité -> Ecran 5.2
Clic sur Service Production -> Ecran 5.3

K3 - Service...
Kogatana

Ecran 5.7. Service Financier

Title on Screen: Service Financier



Description:
être cliqué-glissé dans aucun service. Les valeurs délivrées sont automatiquement enregistrées dans un tableau. Le bas indicateur est la

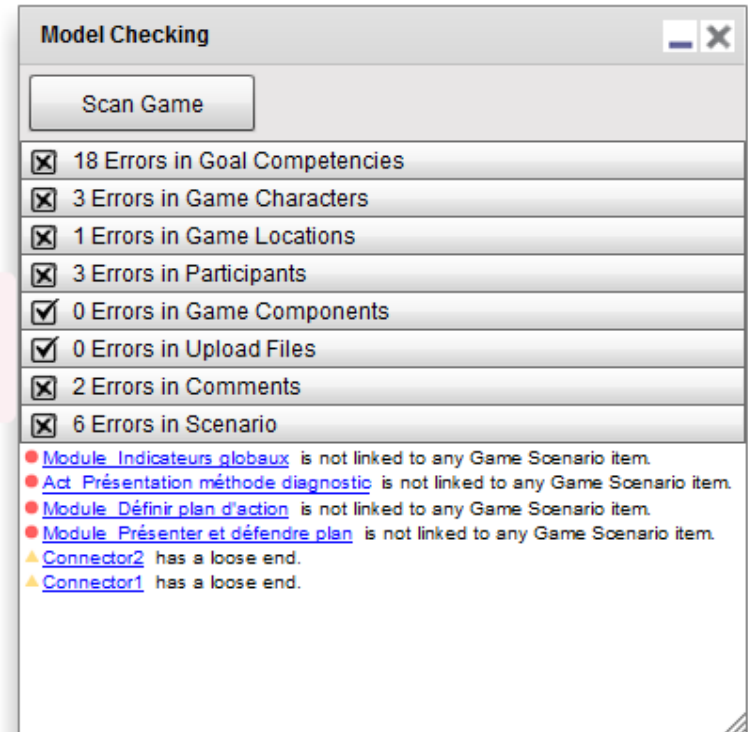
► Organisation d'entreprise
▼ Analyse générale
▼ Investigation approfondie
▼ Définir plan d'action
▼ Présenter et défendre plan

Legadee - tools

Validation tools for complete and coherent LG scenarios



▲ this Character has no name.
● this Character is not connected to any item.



Legadee - tools

Samouleen - français

Complete WorkSheet

Date of creation: Fri Jun 22 2012

This WorkSheet was automatically generated by the LEGADEE platform.

General Information

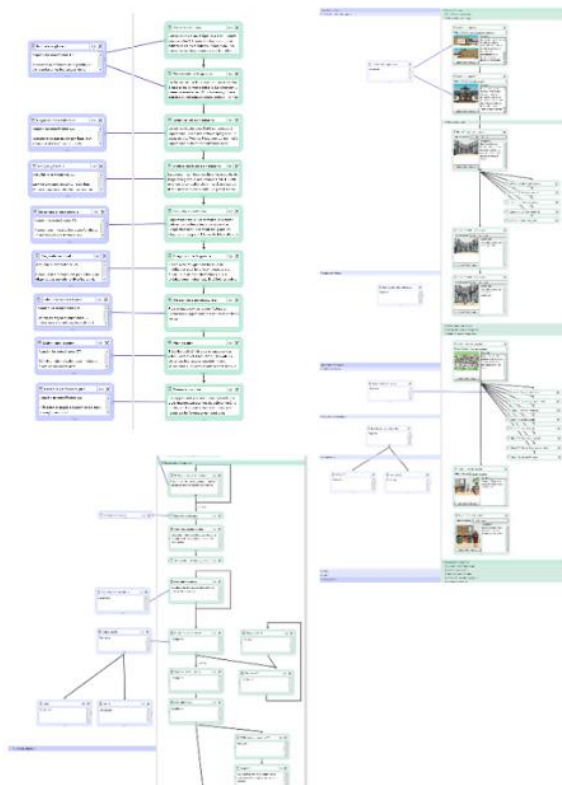
Title: The hero's Journey - not complete

Identifier: 2

Game type: Adventure Game

Global View of the Scenario

Global View Level 1



... vision globale du scénario niveau 1, 2 et 3

Modules

Missions

Acts

Sequences

Activities

Screens

climb up the 1st mountain

Title on the Screen: Up the 1st mountain



Description: The player has to solve 10 additions to get to the top of the first mountain. The mountain is represented by 1000 steps. If the player answers correctly, Carito can climb the number of steps corresponding to the solution of the addition. If the player is wrong, Carito stays where he is. If Carito has not gotten to the top of the mountain after the 10 additions (they have to be all answered correctly), the slips back down the mountain and the games sets again until he gets to the top. The additions have to be generated with 2 digit numbers.

Indication of the Mission for the Player: Solve the 10 additions to get the top of the mountain.

Tool Tips on the Screen: Up the 1st mountain

Title on the Screen: None

Dialogues: None

Actions & Clickable Objects: The player can enter a number and click on the OK button.

Linked Items

Knowledge: [12 - Simple Additions](#)

Help the dragon finish his homework

Previous Scenario items: [Go into the Den](#)

Title on the Screen: Free Elza



Description: Carito needs to talk to the dragon nicely and figure out what he wants. It turns out the Dragon is just fed up by his math exam and he has no one to help him. He thought Eliza could help him but she is as bad as he is. His parents where

Indication of the Mission for the Player: Free Elza

Tool Tips on the Screen: Free Elza

Title on the Screen: Carito : Why did you take Eliza ? Dragon : Leave me alone or I'll burn you to dust ! When the player Dragon : I fail the exam ! Math is too difficult for me and no one can help. Carito : I can try to help you if you want ? Dragon : to help me at all ! Carito : Let me try at least ! Dragon : OK, lets try. When the user clicks on the photo of the parents --- C

Dialogues: Several item in the dragon's den has tool tip : desk, computer, eliza, homework, exam papers, photo of dragon per

Actions & Clickable Objects: The player can click on the dragon, the exam papers on the desk, the computer and eliza. The j

Next Scenario items: [Find the mistakes in the dragon's exam](#)

... storyboard avec tous les écrans dans l'ordre

GameCompetencies

GameCharacters

Linikoné

Description: The dragon kidnaps Eliza and seems nasty at the beginning of the story but little by little, you understand that he is just sad and frustrated he can't understand math. His parents have died and he has no one to help him. He thought Eliza could but she is too young.



Carito

Description: The hero of the story, Carito is a little 8 year old boy. He is very selfish in the beginning of the story but learn's to be nice and share his knowledge at the end.



GameLocations

Hermot's Shack

Description: The house where the hermit lives on top of the mountain. The interior is very modest apart for the magic gold bed land.



GameComponents

Chalumat Quiz Dungeon

Chalumat Quiz Dungeon Main Image

Identifier: URIS-RF12

Provider: URIS

Contact: Patrick Prévôt

Number of Stars: 4/5

Number of client Comments: 2/5

Description: Chalumat is a multi question quiz where the student has to answer comredy to get out of the dungeon.

Adaptability: You can change the questions and the inside decor of the dungeon.

UseStatistics: This component has been used 3 times.

[Detailed Description and Examples](#)

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GameUploadedFiles

Question examples

File Type: Text File

File Description or Comment: A few examples of question to ask the player. There should be at least 30 different questions so the player can play again without having the same questions twice.

[Link to the file](#)

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Legadee - experimentations

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Learning Games
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