

Feedback for the Game Platform “UniGame: Social Skills and Knowledge Training”

<http://unigame.fh-joanneum.at/>

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The following comments were sourced from second year MComp students (Master of Computing), during a class on instructional design for interactive learning.

The PDF detailing teacher instructions was supplied to the students, as was the URL of the UniGame site. The students were asked to individually critique UniGame and present their comments in class the following day. This is a summary of their individual views.

Steve: Liked the layout of the GUI, crisp graphics and clear design. Would prefer if vector graphics were used to enable a maximize button and full screen option. Found the instruction design very constructivist, which is good, but suggests that the product is a supplemental tool only.

Shui: Despite having the teachers instructions, found the environment confusing and not easy to learning without someone to demonstrate the use of the product. However, the methodology behind the product is sound and the pedagogical principles used are very good.

Marty: A good supplemental tool, however questions the benefit of the product if the teacher/instructor is not sufficiently trained in setting up the games * perhaps a set of pre-packaged games would be of an advantage. Also suggests that it would be hard to balance the workload between the project leader of each team and the other students in the team. Also the instructions were not clear as to how the results of the game were displayed and if any analysis was undertaken. This would be vital to the product.

William: Like the idea of the product and like the option of having a moderator.

Mel: A good tool but questions why it is called a game * it is not a game. Suggests that it is a role-playing simulation. Thought that the competitive and reward system was sound pedagogy.

Rangi: The structure of the product is great and the process is good. However, why use such a product and why not do the role-play in class in a face to face? Technology should not be used just because it is there.

Peter: Didn't look at the product, found the poor English and grammar in the PDF document made it impossible to focus on the product. Suggests that this should be a priority to rectify before anything else as it switches people off to any value that the product may have.