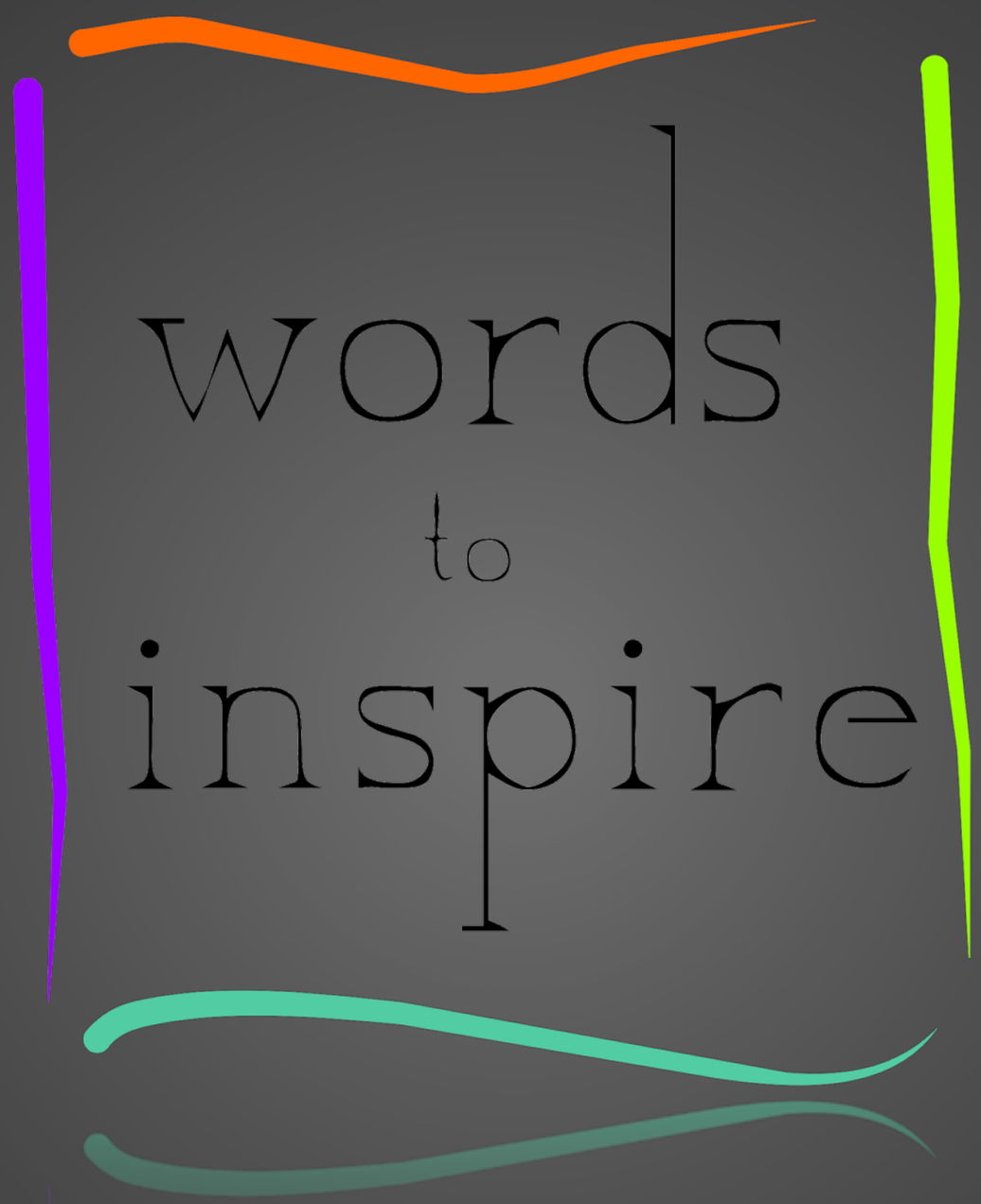
Hello.

We are...

Kiwi

iksir

Develop to Learn Project



Words to Inspire

Meet the Team

- Başak Ece Can
- Emel Topaloğlu
- Hüseyin Cem ÖZTÜRK
- Oytun ÖNAL

Outline

- Definition of the Problem
- Motivation
- Approach
- Current Design
- Current State
- Challenges
- Future Work
- Q&A Session

The Problem

- Lack of resources,
- Lack of fun factor,
- Lack of e-learning resources for FATİH (Fırsatları Arttırma Teknolojiyi İyileştirme Hareketi)

Motivation

Approach

Two sides of the problem

- Social and educational
  - What will we do?
- Technological
  - How will we do?

Social and Educational Problems

Social and educational problems

- Who are these students?
- What are their interests?
- What should we teach them?
- How should we teach them?

What did we do to answer these questions?

- Research about students' interests
- Studying students' needs
- Workshop
- Meeting with teachers

Workshop

- Working with experts
  - A futurist toy designer
  - A UNICEF volunteer
  - CEIT members and students
  - Officers from MoE
- Learning the creative process

Workshop

- Brain-Storming
- Concept selection
- Studying students' needs

Technical Problems

Our game should run on

- PCs
- Tablets

Our game should run on

- Windows
- Android
- iOS

“Develop once, deploy anywhere.”

Why Unity?

- Cross-platform development
- Easy to deploy for different platforms
- Integrated game engine

Current Design

Current Design

- GUI design
- Story design
- Main components and their interactions

İKSİR

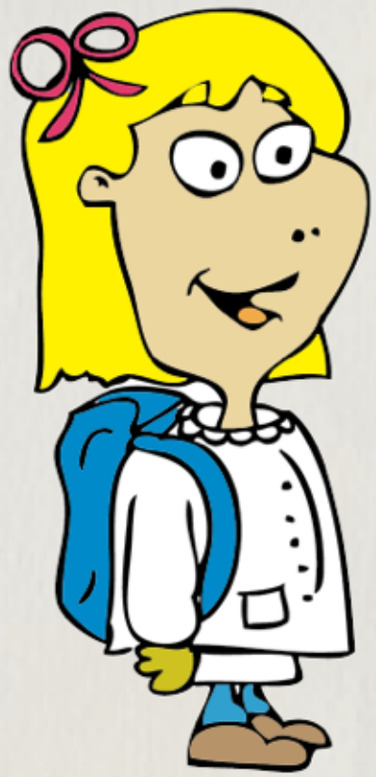
Oyuna Başla

Skorlar

Oyundan Çık

Main Menu

Kolay Zor



Geri

Devam

Character Selection

MENU

02:36

SÜRE

HAYAT ÇUBUĞU

İPUCU

SIRT ÇANTASI

ATEŞ

ZIPLA

MENU

02:36

SÜRE

HAYAT ÇUBUĞU

İPUCU

SIRT ÇANTASI

ATEŞ

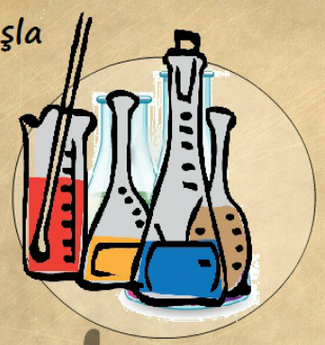
ZIPLA

Level 2

Tunnel

HARİTA

laboratuvardan başla



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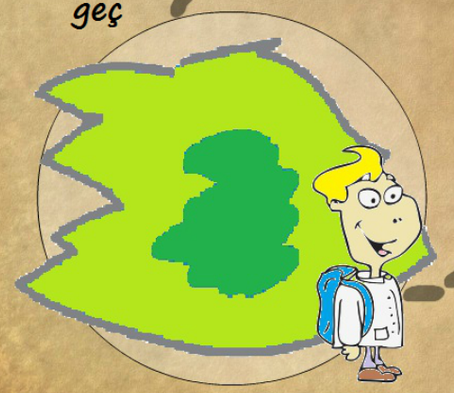

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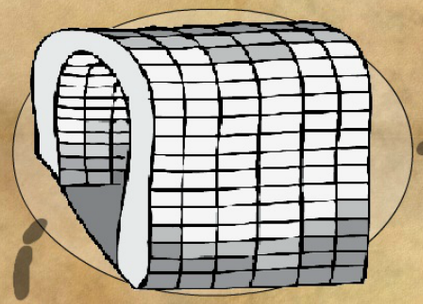
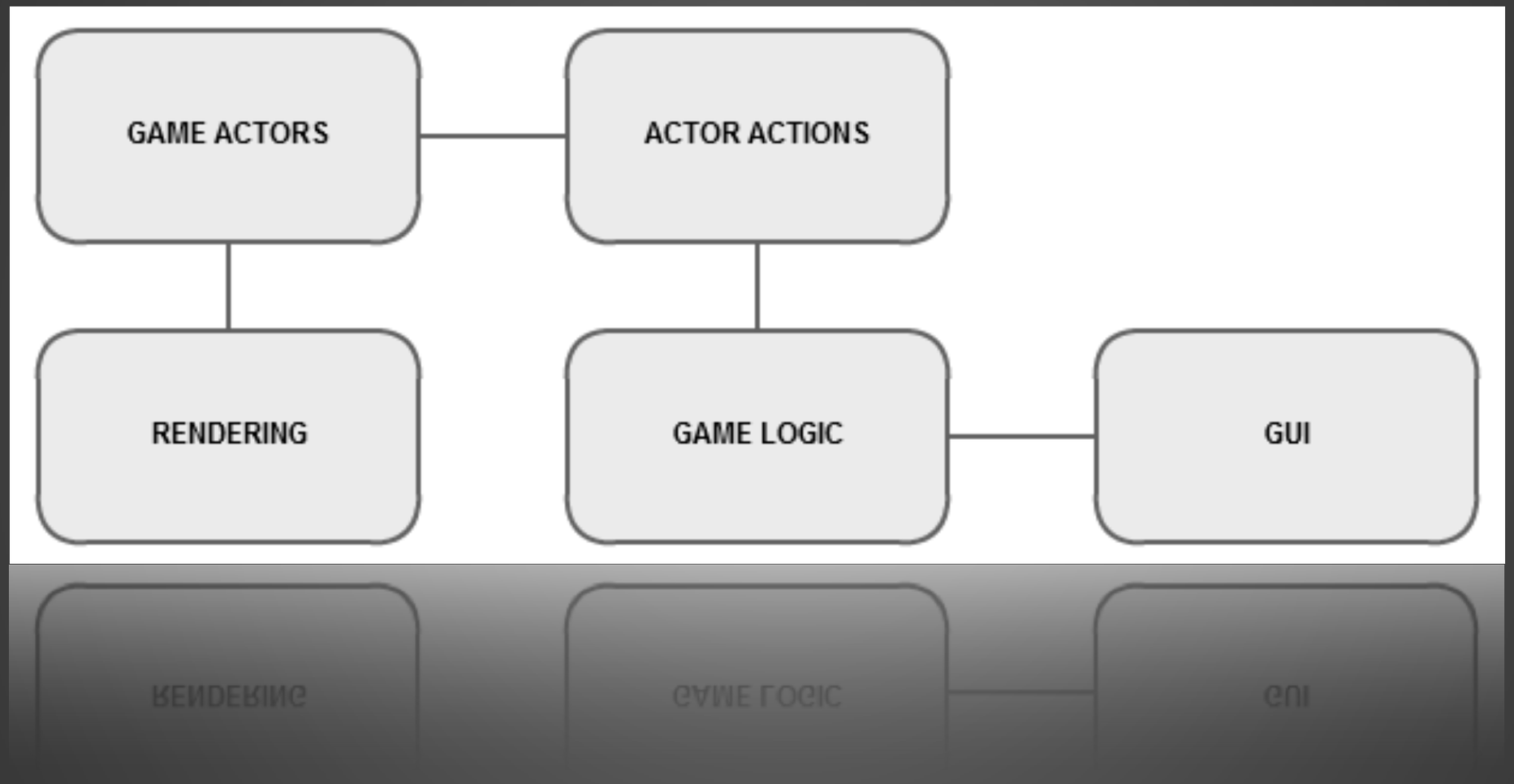


tünelde zombilerle mücadele et

lewis kapısından geç

arkadaşın seni bekliyor

Map



Components

What has been done so far?

What has been done so far?

- Game design workshop
- Concept selection
- Studying students' needs
- Design of the scenario
- Basic character design
- Getting feedback from teachers

Challenges

Challenges

- Working remotely with sponsors abroad
- Dealing with a large project by distribution of workload
- Trying to fit our game design into traditional documentation guidelines

What is left?

What is left?

- Getting feedback from students
- Design of more levels
- Implementation
- Sound effect
- Tablet controls
- Tests

To sum up...

References

- Words to Inspire (2011). Retrieved Jan 1, 2012, from http://words2inspire.org/
- UNITY (2011). Retrieved Dec 30, 2011, from http://unity3d.com/
- UNITY Architecture (2011). Retrieved Jan 2, 2012, from http://www.umingo.de/doku.php?id=paper:mechs_and_tanks:section03

Kiwi thanks...

Kiwi thanks

- Dicle KORTANTAMER
- Oya AYDINLIK
- Yesim KUNTER
- Volkan UYSAL
- Dilek ÖNAL

Thank you.