CommQuest: Game Design Approach and Strategy

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Social Games for Design Inspiration

Angry Birds

Fold It

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Using Social Games as a Training Medium

- Games can function synchronously or asynchronously
- “Gamification” of learning objectives
  - Encourages collaboration
  - Enhances relationships through virtual team building resulting in accomplishing shared objectives
- Social Gaming has the potential to change the way people address real-world problems by altering perception. Resulting in changes to the way people approach challenges. (Foldit)
- A basis for creating systems that can adapt to users
  - Analytics can provide information on how users engage content
  - Communication between system and end-user becomes two-way

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Game Structure
Gameplay Session Example

1. The player logs in.
2. Upon entering the web portal, they quickly scan to see if they have any notifications.
3. They check their team status.
4. They look to see what the current episode is. It’s a 3D Game episode.
5. They check the Floor Analytics to see what sort of mood the Doctors, Nurses and Patients are in.
6. They enter the 3D Virtual Environment and start exploring the floor.

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7. When they contact an NPC, they open up a dialogue with them, using the dialogue tree system.

8. The mood of the NPC changes as dialogue decisions are made.

9. At the end of the episode, a summary of the gameplay appears to show the results of play on the NPC moods, patient recovery, retention and death along with the percentage alterations in the player’s scores.
The Viralness of CommQuest

1. The player checks the Web Portal to see if there is an Epilogue or any Bonus Content.

2. They send a message to their teammates about the Episode.

3. The player shows a co-worker the particularly amusing Epilogue she earned after play. The co-worker decides to replay the episode to see if they can get that same ending.

4. The player talks about the Episode over lunch, and discusses the implications of it on the way that they work.

5. The nurse applies lessons learned the next time she is working with a Doctor.

6. Excited by the real-life application of her new skills, the player looks forward to another Episode.
Questions

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