

Project #0 – *Hunting for Intellectual Treasure*

Our second formal project will facilitate an exploration of our campus through the development of a scavenger hunt game using the game software Goosechase. We will visit the Makerspace in room 101 of the Benjamin Rosenthal Library as a resource for this project.

This project will help us to collect and categorize data using the platform and advantages of gaming. Current research shows the value that gaming has on deep learning. It is believed that learning through gaming takes advantage of the mind's plasticity, which is the brain's ability to adapt to new stimuli. When you couple this with increased non-cognitive skill building, such as patience and discipline, gaming has shown itself to have a lot of promise in education.

You will be developing a scavenger hunt game whose main purpose is to help players (classmates) find various resources, buildings, offices, or services on campus while at the same time creating challenges that are appropriate to the location and add an element of performance, problem-solving, or creative expression. You will need to choose locations that have value to your peers. Ask yourself some questions. What are the locations that you have had to visit most often while at QC? Where do I like to go between courses? Where have I found the most fun on campus? Most value? Make the locations a mix of academic and non-academic; make it a mix of locations that are for business and others that are for fun. Choose a challenge for each location that enhances the experience or has a connection to the place. For instance; have the team find the Corner Pocket, once there have them make a video of sinking the cue ball into the corner pocket on one of the pool tables.

You want the other teams to have a positive experience. The main challenge of the games is to educate the other teams not to frustrate them so they quit or never finish. Try to avoid locations that do not serve some purpose and avoid challenges designed to be difficult. Any physical challenge will have to pass the "professor test" – that is if I cannot do it relatively easily than it is too difficult for this project!

Assignment:

Create a scavenger hunt game using Goosechase that helps students familiarize themselves with the QC campus. Create 10 locations to visit by recording their GPS coordinates, include pics of the locations. Create 10 challenges that accompany the locations. Challenges can be photo, video, or text based. You will record the locations and challenges in a Word doc that will be handed in. You will need to break into 4 teams of 5, you will need to pick a team captain, and choose a team name. Once the games have been created each team will be randomly assigned another team's hunt. Whoever finished first with the most points will win.

Skills:

We will use Goosechase to create our scavenger hunt and become better versed in cellphone game apps and their value to learning. We will use analytical skills to choose the locations and challenges, relying on our estimates of difficulty and time needed to gauge the potential for teams to finish successfully. We will strengthen our skills working in teams and our ability to collaborate and coordinate with our peers. We will work on our sensitivity to racial, cultural, religious, and educational difference by avoiding bias in the game and creating an inclusive environment.