

CS19929 Creating Computer Games for Learning

Project Milestone #1 - Target Users and Learning Content

In this milestone, you will finalize the learning content in your game. We have practiced most components of this milestone over the past couple days. To recap, you need to finalize:

- what subject you are going to teach (mathematics, history, ethics, finance, etc.)
- what age group you are targeting
- what specific aspects of that subject you are going to tackle

You need to show that you understand the educational aspects of this course, especially learning trajectories and the gradual, staircase nature of teaching / learning a subject.

You are going to present a design that is more complete than what you are going to be expected to implement. For your design, imagine that you have a full design and implementation team, so implementation time is not a constraint.

Put all the content in a single pdf file if possible. If needed, the learning trajectory diagram can be a separate file. Your submission needs to have the following elements:

Summary An introduction summarizing your learning content area in 1-2 paragraphs (~250 words).

Target User Attributes Refer to the mythical users exercise we did earlier and improve it to better fit your final learning content area.

Skills Describe what skills you are going to teach your user.

Learning Trajectory Diagram a learning trajectory for this subject that starts with existing relevant skills on the left-most side and progresses through knowledge they would learn in a game like yours (your game won't need to cover all of this). This needs to be an actual diagram like we did in class. Make sure you clearly label your lower anchor point(s). Also make sure you have sufficiently broken down the skills and articulated them clearly.

Describe your **sources** (add citations) and **methodology** (e.g., spiral curriculum, pieces of knowledge) for creating your learning trajectory. It cannot be just made up out of thin air - you need to draw upon existing examples from credible sources or justify the reasons why you have created it in that way, connecting to the learning theory we have discussed in class.

Resources: Make sure to review this [sample project milestone #1 document](#) and [learning trajectory](#) carefully in order to get a good score for this assignment. An A-score submission is expected to be as polished as this given example.