

Section 3

Chapter 12 - Assessment In Videogames And Educational Apps Based Learning In Upper Secondary And Post Secondary Non-Tertiary Education

Exemplary case 2

Title: **History game application**

Description:

Kaunas history game is focused on teaching city history through virtual tour exploration. The game was designed on the top of virtual Kaunas city tour adding history topics to the game storyline. It asks students to collect historic items and use the collected information to navigate in the city within the game.



Figure 2 Kaunas History game scenes

Integration into learning plan

Game follows the city history through different time periods. It may be integrated into learning plan as a supporting activity to connect students knowledge about specific historic events to their local environment and identify connections. Also the game could be used as tool to learn about own country history and visit real places without having to travel to a different city and have a virtual tour with the learning activities in the classroom.

The game takes more than one academic hour to complete, given this limitation it could be assigned to play at home or used in the situations when students have double classes.

Learning assessment

The game has integrated quiz questions. Questions are based on the information provided in the game and correct answers are the requirement for player to progress in the game world. In addition to learning this game could also be used only for assessment of student knowledge. If the learning material is being presented in other format then the game could be used to check how well students can apply the knowledge in given game situation.

Game access for school

Game is curated by Kaunas University of Technology. It is designed to be accessible through the browser and can be installed in any school website. For request contact the authors.

