

Section 1

Chapter 2 - Interactive Environments For Involvement And Motivation For Learning

Exemplary case 1

Title: **Elders of Madness**

Description:

Country: **Spain**

Technology: **Videogame of their own design (Game Maker, Scratch, GIMP, Inkscape, Audacity, Open Broadcaster, Markdown Pad or Filezilla)**

Participants: **3rd or 4th of ESO (15 or 16 years old)**

URL: <http://www.magarciaguerra.com/2015/01/elders-of-madness/>

15 or 16 year old students and alumni developed a video game from scratch, using different subjects such as algebra, mathematics, geometry, languages, language and music. At the beginning of the development all students were primarily concerned with graphics, because this represents the greatest workload in video game development.

The students were involved in different aspects of design, taking into account their own preferences. For example, those students who love music were assigned tasks related to sound.

Elders of Madness' is the result of seven months of hard work in which the development team, made up of 120 secondary school children and supported by professionals in the sector, have managed to develop a beautiful and exciting video game. The aim was for students to feel motivated and interested in the world of creation, graphic design, music creation and programming while putting into practice all the theoretical content they had been studying during the course.



The end result is a free game, distributed under a Creative Commons BY-NC-SA license, which can be downloaded freely. As the teacher who coordinated it says on the web, the greatest gift for students is that there are people who play this video game.

