

Section 2

Chapter 6 - Educational Videogames: An overview

Case Scenario 1

Title: **Online role-play game on Software Project Management**

Description:

This real case ([Maratou et al., 2014](#)) presents a multiuser online role-play game in a 3D interactive Virtual World. The game is designed to enhance experiential learning of Software Project Management (SPM) issues, such as team communication and collaboration in order to confront with unexpected events occurring during the lifetime of a project.

The 3D game environment simulates real-life conditions in a software company (**Figure**). The environment is customizable and dynamically adaptable to various scenarios designed to reveal the human issues that can affect SPM and highlight the importance of the fully informed and well-prepared employee.



Figure: Multiuser online role-play game on Software Project Management

During each game session the students, represented by human-like customizable avatars, can communicate with each other through chat that is embedded in the game platform. They can also freely behave and act as if they were members of a real-world software team. Moreover, the students can be allocated different roles during different game sessions so as to experience the contribution of each leading member within a project team. The instructor is always present and active during the game as the CEO of the company, and can observe, assess, seamlessly influence the game evolution and motivate the students seamlessly without manipulating them.

The game has been implemented in two Higher Education Institutes, one in Greece (Hellenic Open University) and one in Cyprus (Open University of Cyprus) where it was offered to students of two postgraduate and one graduate programs as part of their graded assignment in SPM.

The evaluation results showed that this game is a pleasant and technically simple way to eliminate the lack of practical application in a SPM course. The participants agreed that this practical exercise added significantly to the theoretical approach offered by the course in order to understand SPM principles and especially those related to the human power involved in a software project.

