FMK
Fakulta masmediálnej komunikácie
Faculty of Mass Media Communication

HOW TO ENGAGE STUDENTS IN DIGITAL GAMES

MGR. ALEXANDRA ALFÖLDIOVÁ

OBJECTIVES

- examination of game jams as a possible source of creativity in order of creating adequate communicates dedicated to promotion of eco-innovations
- **research aspects:** ability to cover the issue, persuasive features, game-based learning effectivity

EcoInno Game Jame

Date: 1. – 3. 3. 2019 (48 hours)

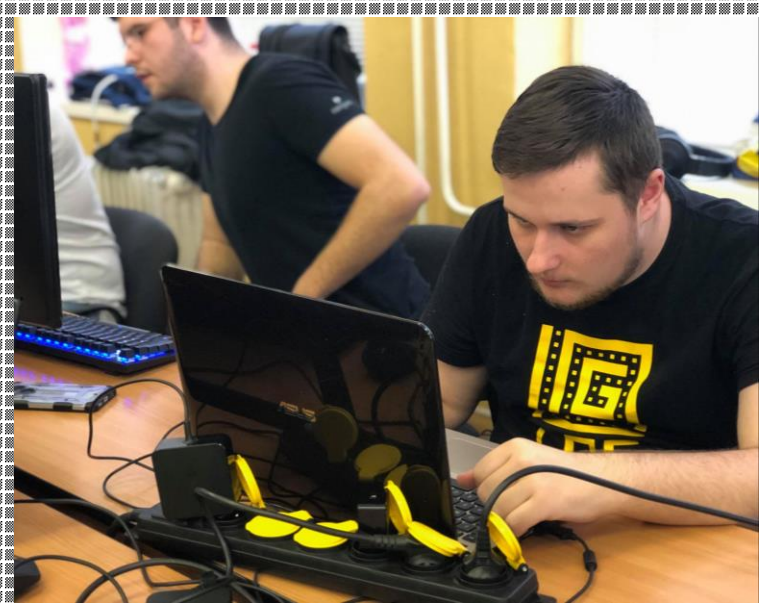
Theme: eco-innovation

Participants: 16 (5 random teams)

Results: 5 presentations

5 sample games for testing

4 different ecological areas covered



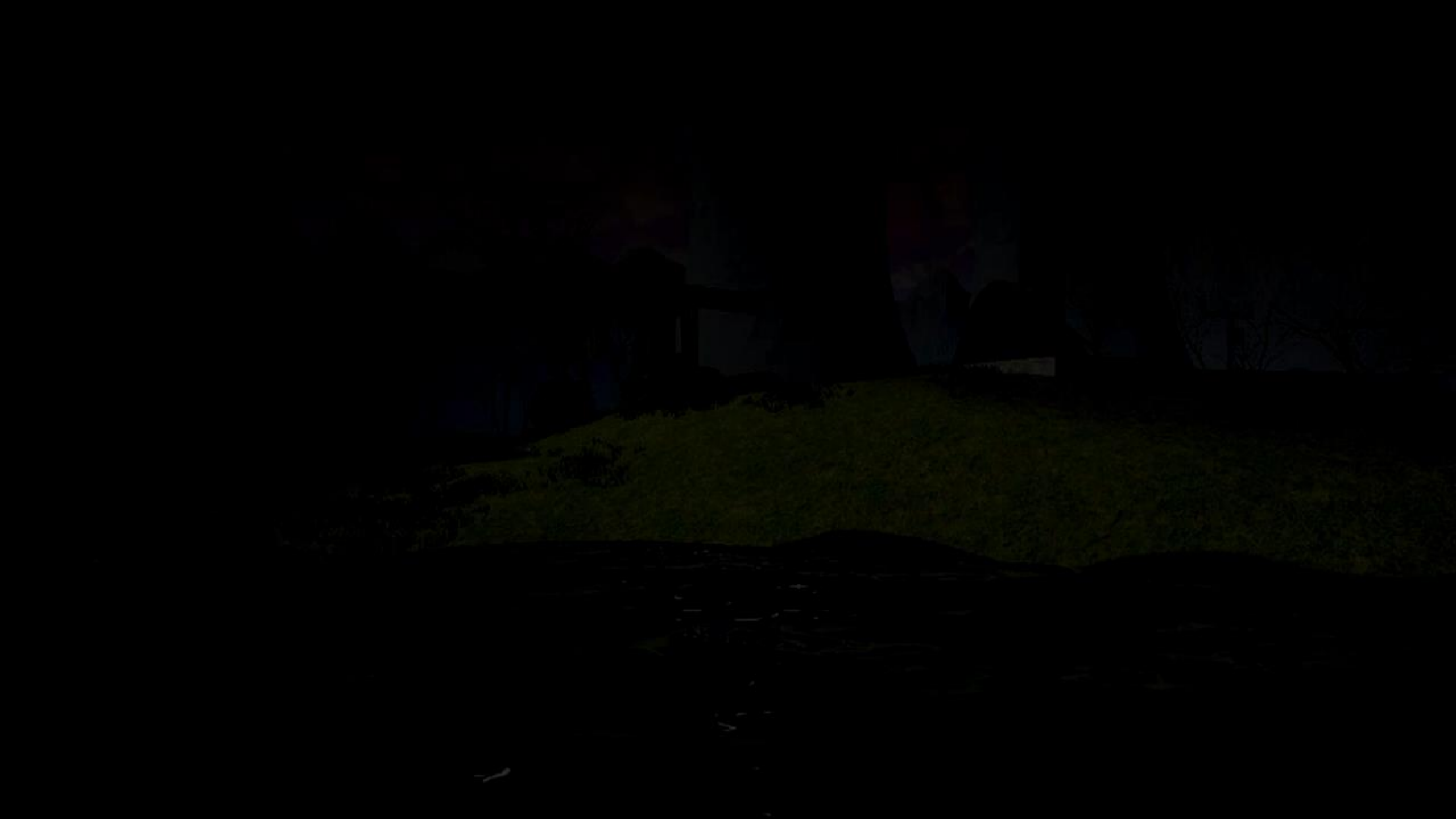
ECONAUTS

Genre: action, location-based, social

Platform: PC

Theme: fossil fuels deficiency, pollution, alternative fuels

Authors: Dalibor Bartoš / Code & Game Design
Matej Vrzgula / 3D Assets
Alexander Berner / Level Design & Story



FORESTIA

Genre: arcade, idle, location-based, social

Platform: mobile

Theme: reafforestation

Authors: Kevin Andok / Programmer
Adam Kysler, Stanislava Balážová / Graphic
Patrik Dlholucký / Presentation

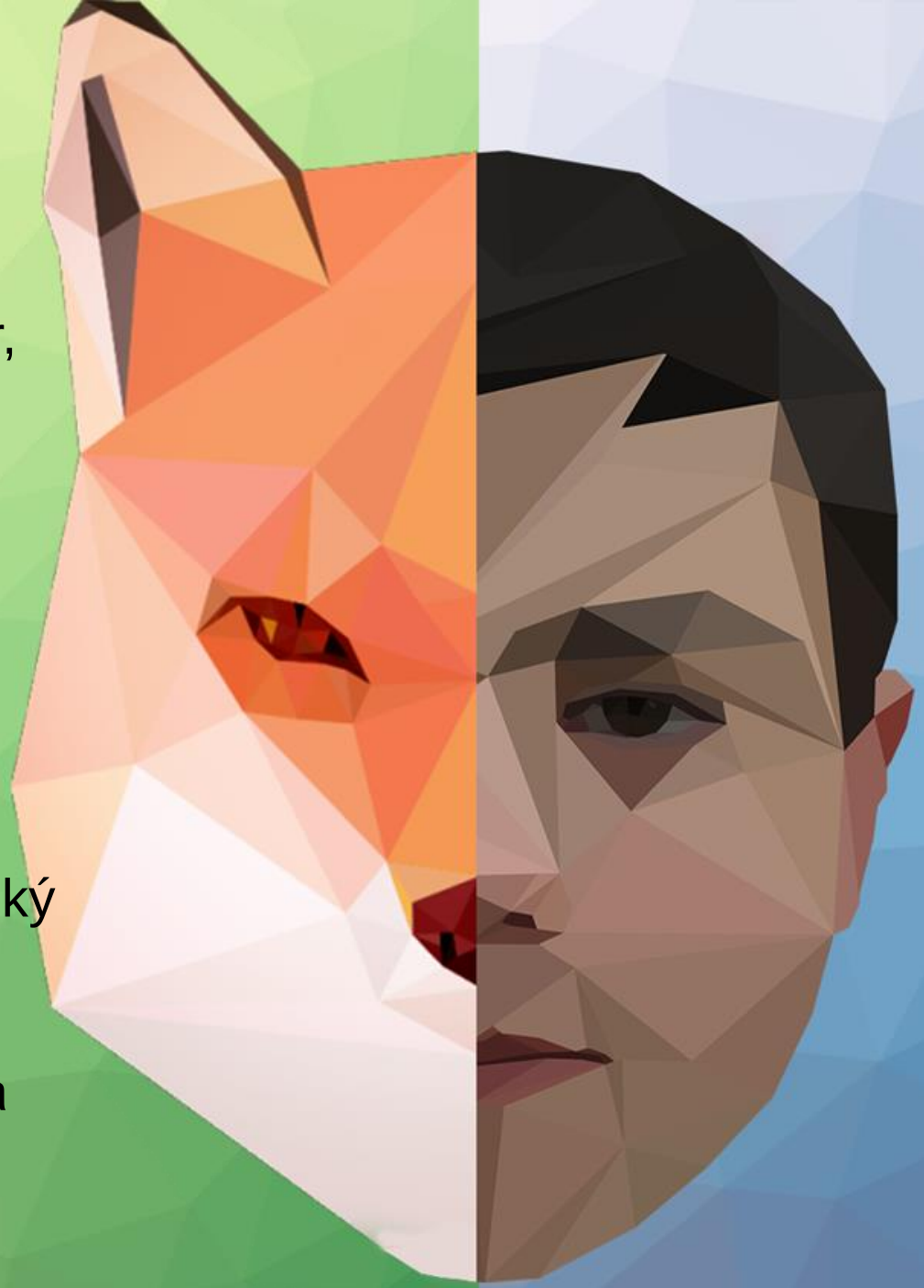
Genre: puzzle, simulator, location-based, social

Platform: mobile

Theme: enhancement of the environment

Authors: Ondrej Krumlovský
Programmer

Lenka Krivičková
Graphic



Geo Cleaner

TRASH

Genre: arcade, physics, puzzle,
location-based, social

Platform: mobile

Theme: waste recycling

Authors: Nikolas Staník
Main CGI, Graphic, Concept Art Director

Peter Pagáč
Main AI, Enviroment Director Programmer

Juraj Konečný
Main GameDesigner, Community Developer

Genre: VR experience, puzzle, location-based, social

Platform: mobile, VR

Theme: waste recycling

WALL-T

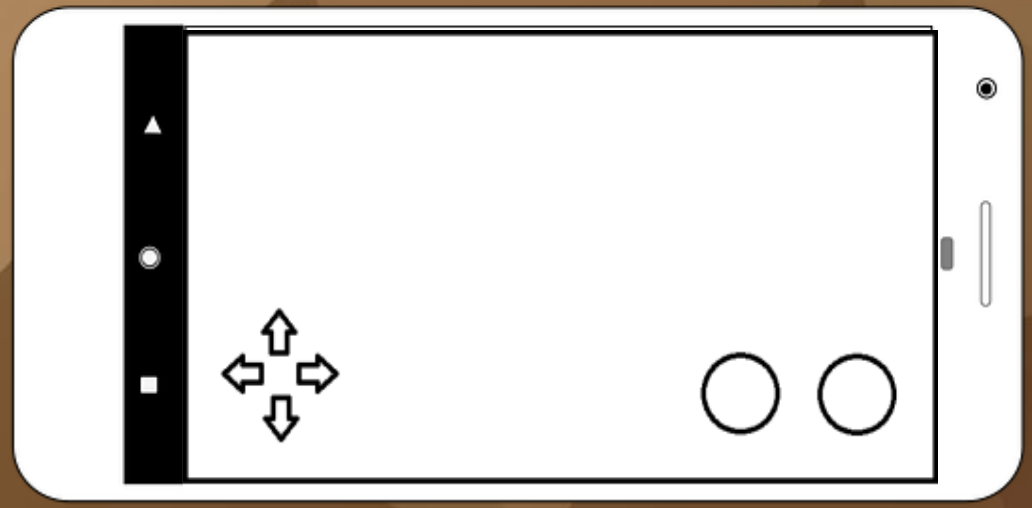
Authors:

Lenka Nogová
Graphic, Sound

Samuel Michelko
3D Graphic

Tomáš Fusko
Programmer

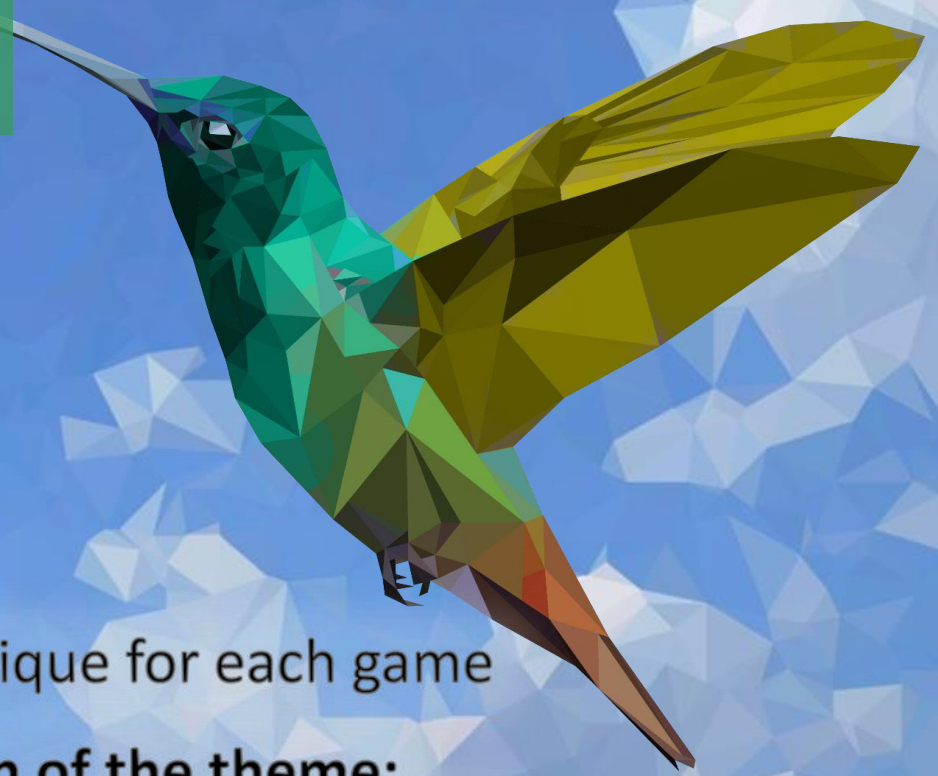
Bence Berta
2D Graphic



RESS START BUTTON TO STAR

Highscore: 25

CONCLUSIONS



- game design and genre processing are unique for each game
- **misunderstanding / misinterpretation of the theme:** general ecology vs. eco-innovation
- **superficial idea:** waste separation
- projects are presentable and playable (as demo) within 48 hours
- **research limitation:** small research group

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