

# The Praxis of Designing 3D Learning Games with the Sustainment of Theories and Strategies

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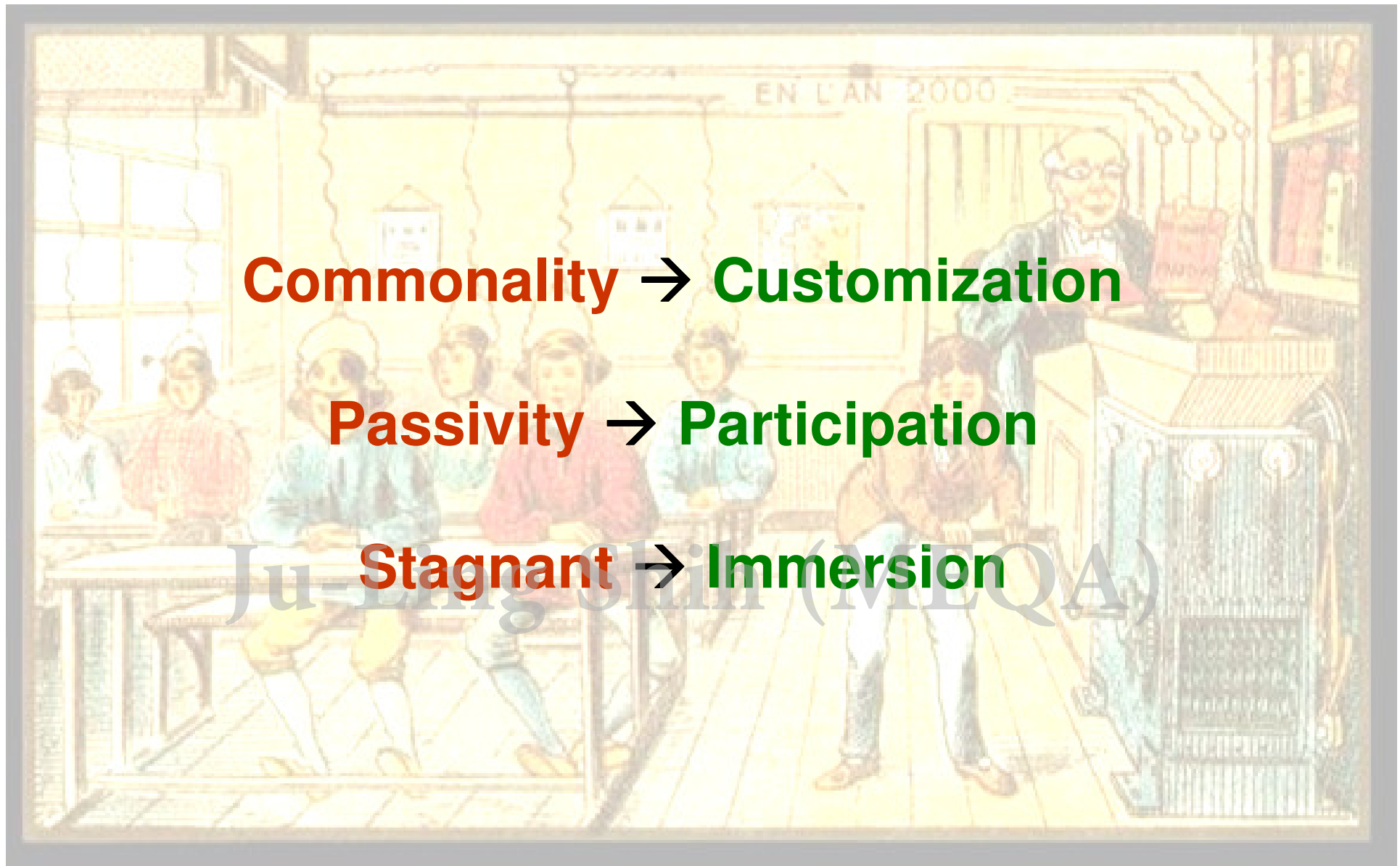
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Jean Marc Cote, 1899



Isaac Asimov's Futuredays: A Nineteenth-Century Vision of the Year 2000

Xiao Mao —  
Taiwan  
Historical  
Epic  
Game



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# 3D Role Play Game

- Scenario: Landscape, City
- Characters: Characteristics, Outfits
- Actions: Behaviors, Dialogue
- Story: Narration, Tasks

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# Game Theories

- The Big Model
- GNS Theory
  - Gamist
  - Narrativist
  - Simulationist

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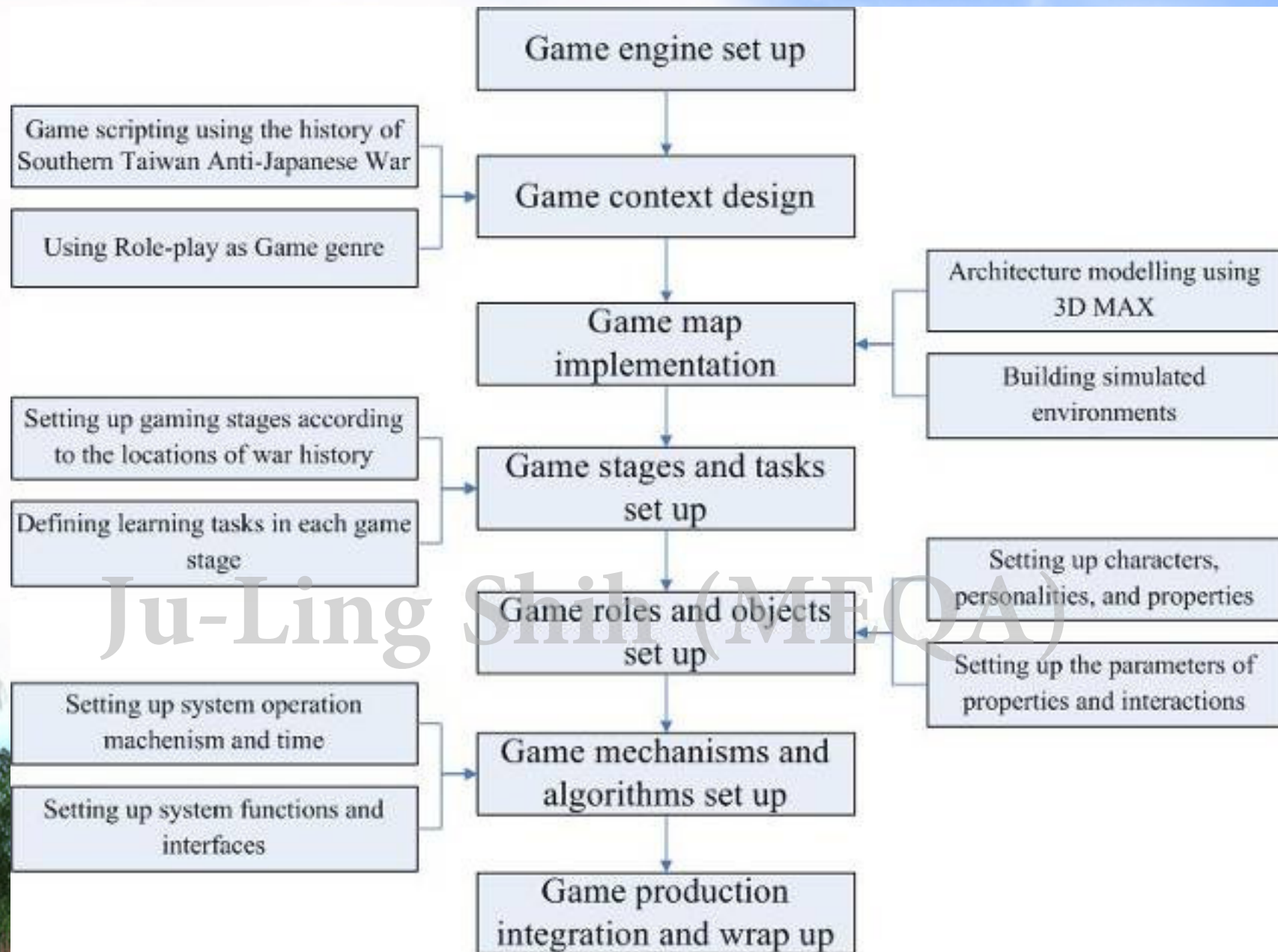


# The Story

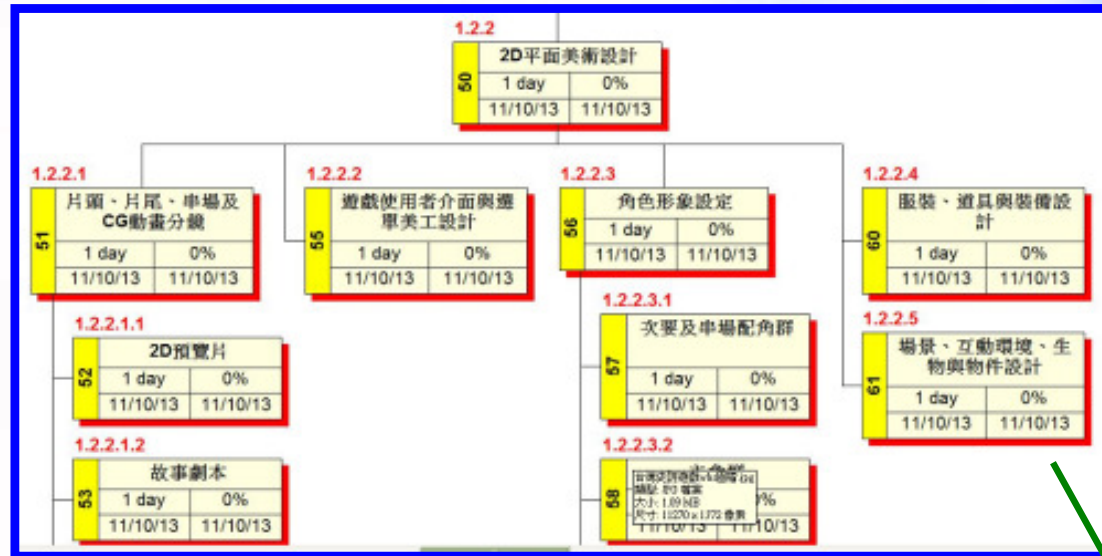
- Game Scenes
  - According to an historical battle happened in Southern Taiwan.
- Field Study



# Game Design Process



# Game Production Management



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1.2.2.5

61	場景、互動環境、生物與物件設計	
	1 day	0%
	11/10/13	11/10/13



# Game Engine

- Oblivion: The Elder Scrolls
  - Choose characters and outfits
  - Construct interior design and object placement
  - Arrange Scenario
  - Set up action and combat system

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# Kung Fu System



# Approaching Edutainment

- **Explicit way**
  - Isolate mini-games from learning content
  - Control the quantity of games
- **Implicit way**
  - Immerse learning content into the tasks of the game
  - Insert learning messages when rendering

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阿猴城原先有東西南北四座城門，歷經歲月洗禮，城門逐漸毀  
傾，尤其日治時代為了修築道路，拆除了大部分的城牆，僅剩  
下東門(朝陽門)，其被列為國家三級古蹟。



# Thank you!

Special thanks for everyone in  
MEQA lab who participated the  
creation of this master piece.

This study is supported in part by the National Science Council  
of the Republic of China, under the contract numbers NSC 98-  
2511-S-024-006-MY2 、 NSC 100-2628-S-024 -002 -MY3 。

