War Of Words – An Educational Game

Abstract
War of Words is an educational game created to improve the vocabulary of people across all ages. It aims to make the learning experience fun and interactive.

Motivation

Utility
• Vocabulary is a useful skill for everybody and a well-designed learning mechanism is globally useful

Stagnation
• Current educational games offer very little entertainment due to overused quiz-like structures

Novelty
• War on Words to be a precursor of a new class of educational games

Goals

Game
• Offer a complete role-playing experience with a subtle learning aspect through mechanics
• Revolutionize the way educational games are thought of today

Education
• Improve vocabulary skills of players (Key Use Case: SAT Vocabulary)
• Use creative mechanics to build understanding and memorization of words

Pioneering
• Pave the way for future projects that seek to offer an interactive learning experience

Features

Base Ideas
• Collectible words used to battle enemies
• Acquire words of varying complexity and progress through their use

Scaling
• Different levels of difficulty suitable for players of different vocabularies
• More rewards for advanced players without punishing beginners

Learning
• Word associations built through use of synonyms and antonyms develop vocabularies during gameplay
• Variety of enemies and words result in wide range of words learned

System Design

User Interface and IO
Update Game State
Evaluate Input
Save to Persistent Data Store on Disk

Game Logic

Conclusions and Future Work

Results
• War of Words is a game which facilitates the acquisition and memorization of vocabulary
• It’s an innovation and a first step to making games into a viable learning tool

Extension
• The basic game format and idea can be extended to cover a variety of different subjects, by creating relationships and associations based on the material

Future
• This is a widely untapped genre with great potential for growth and a large potential user base
• Game developers in general can promote learning by integrating learning into regular games!