Content Development for Reuse - Best Practices

Template for quality standards & technical requirements

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FIRST PART

1. PROJECT DESCRIPTION

- **Title**: EMERGO
- **Institution**: Open University of the Netherlands
- **Launch Date**: 2007
- **Goals**: EMERGO provides a methodology and generic toolkit for developing and delivering serious games aimed at the acquisition of complex cognitive skills in higher education.
- **Target groups**: Education providers across Europe who have or are planning game based learning incentives
- **Context, Scenario**: Higher and vocational education
- **Applications**: Tested in different domains: environmental sciences, psychology and education (other domains planned for evaluation).

2. RELEVANT FACTORS

- **Impact**:
- **Effort**: In addition to the development of the EMERGO toolkit itself, the production of seven separate scenario-based games in various domains games have amounted to an effort of 1500 hours of production of video and graphics design.

- **Achievements**: Evaluation results show that the EMERGO methodology and toolkit support serious game developers in delivering more efficient and effective serious games with a comparably good production ratio of 1:25 (1500 hours of effort equal 60 hours of content).

- **Unique feature**: Web based standardized toolkit for creation of media-rich educational games for appliance in multiple domains.

- **Strength**: Tests with students indicate high appreciations, especially with regard to the game structure, the alignment with prior skills and, the credibility of the game representation. An evaluation amongst 8 teachers showed that they were able to use the authoring tools without any support

- **Weakness**: a performance improvement is needed for a more smooth learning experience. More cross platform compatibility is needed. Small problems with using choices in more detailed scenarios.

- **Limits**: Using only streaming media and digital images. No collaborative learning function implemented yet.

- **Challenges**:
- **Changes / Innovation**:
  - Content authoring possible intuitively
  - Fun and easy to use for students
  - Platform independence for user

- **Updates / Next Steps**: Collaborative learning functionality under development.

References: