DEVELOPING OPEN ACCESS EDUCATIONAL VIDEO GAMES FOR THE HUMANITIES:

THE DURGA PUJA MYSTERY, AN EDUCATIONAL VIDEO GAME FOR SOUTH ASIAN STUDIES

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GAMIFICATION ALL AROUND US…

- term first used in *digital media industry* 2008
- game elements (especially game, i.e. interactive, design elements) *in non-game environments*
- by today is applied in *almost all sectors of society and culture* (for example business, education, health sector, journalism, etc.)

➔ By today *2 main academic interpretations* of the term:

1) video games are increasingly institutionalized + gain impact in society, a trend to gamify all aspects of life (= *partly negative* connotation)

2) can be used not only for entertainment but may be fruitfully employed to enhance player/learner engagement + motivation (= *positive* connotation)
…ALSO IN EDUCATION:
SERIOUS AND EDUCATIONAL GAMES

• “edutainment”, Michael and Chen (2006)

• five claims for using games for learning purposes:
  development of cognitive, practical, physiological and social skills and
  motivation, Mishra + Foster (2007)

• Event examples, all 2018:
  - International Academic Conference Meaningful Play (USA)
  - International Association of Smart Learning Environments (USA)
  - IEEE TALE, Engineering Next Generation Learning (Australia)
  - Games and Learning Alliance (GALA) conference (Italy)
STEM SUBJECTS
THE EDUCATIONAL VIDEO GAME
THE DURGA PUJA MYSTERY
DURGAPUJA EDUCATIONAL GAME,
INITIAL DEVELOPMENT PHASE

UNIVERSITY OF HELSINKI
THE DURGA PUJA MYSTERY
An Educational Video Game

About

Description:
The educational video game Durga Puja Mystery introd
the arguably most popular and widespread Hindu fest
widely celebrated in India, but the festival is also a hi
communities. The game is a third-person 3D adventur
educational puzzles, riddles and tasks. It takes place
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