

Developing a Prototype of Video Game-Based Learning Environment

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Abstract

E-learning becomes more and more popular and fantasy in the teaching / learning. Thus far, more and more researches and discussions are proposed to make it possible to realize the game-based learning environments and styles. In order to attract learners in GBL, learning activity often has fantastic characteristics and glorious treasure. And most of them were based on 3D or Flash animation technologies. However, the learning materials of such game-based learning are hard to create by common users. In this paper, we took a further step to integrate interactive video technology with gaming to develop a Video Game-Based Learning (V-GBL) development prototype which adapt SCORM compliant video material.

Keyword : VGBL, SCORM, authoring tool, interactive video, curriculum design