Computer Assisted Learning with Card Game in System Design Concept

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Abstract

Interactivity and competition will give learners high motivation to play game and let learners interesting in game. Educational game not only accommodates learner entertainment, but also plays a role of educational tools. In order to assist learners in study system analysis and design, we create a card game about Rapid Application Development. Learners can gain some experience from requirements planning, user designing, construction and implementation. This game assists learners remember and realize the practical experience in system design. We expect that learners can obtain the ability to make decisions and method which solve the problem mutually when they playing this game.

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