

Otov indeks – Izobraževalna računalniška igra

Oto's index – An educational computer game

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Povzetek: Otov indeks je izobraževalna računalniška igra, ki uči programerski koncept eno in dvodimenzionalnih tabel. Izdelala jo je skupina študentov četrtega letnika Pedagoške fakultete v Ljubljani. Narejena je v okolju eAdventure in je namenjena učencem drugega vzgojno-izobraževalnega obdobja osnovne šole. Z njo učenci krepijo algoritmično razmišljanje, spoznavajo programerski koncept enodimenzionalnih in dvodimenzionalnih polj ter povezujejo vsakodnevne oblike polj s programerskimi. Ker učenci v osnovni šoli nimajo predmeta, ki bi bil namenjen programiranju, se igra lahko uporabi pri računalniškemu opismenjevanju oziroma računalniškem krožku.

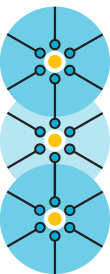
Igra igralcu ponuja primerne izzive ter ga prek povratne informacije motivira, da dosega zastavljene učne cilje. Zasnovana je tako, da je za uporabo enostavna in razumljiva, učenci pa zanjo ne potrebujejo posebnega predznanja. Igra poteka v enoigralskem načinu, vsak igralec pa ima možnost učenja v lastnem tempu.

Rdeča nit igre je skrb za psa Ota, kar predstavlja motivacijo za reševanje nalog. Igralec z opravljenimi nalogami pridobiva dobrine za psa in mu tako viša zadovoljstvo, obenem pa se uči o eno in dvodimenzionalnih tabelah.

Abstract: Oto's index is an educational computer game, based on programming concept of one and two dimensional arrays. It was created by a group of 4th year undergraduate students of Faculty of Education in Ljubljana. It runs on eAdventure game engine and it is designed for students of second triennium in elementary schools.

The game's main goal is to strengthen students' algorithmic thinking, approaching programming concept of one and two dimensional arrays to students and connecting these concepts with real life forms of arrays. Since the elementary school curriculum does not include distinctly programming courses, the game can be used as part of computer literacy course or extra-curricular computer science activities.

Oto's index provides the player with appropriate challenges and motivates him via feedback to achieve set educational goals. Players do not need any special prior knowledge to play and the game itself is designed to be simple and understandable for use. It runs in a single player mode and each player has an option of advancing at his own tempo.



The main content goal is the care for a dog called Oto, who represents the key motivation for solving problems inside the game. With successful completion of tasks, the player collects different goods for his Oto and thus increases Oto's satisfaction. At the same time he or she is subconsciously learning about programming concept of one and two dimensional arrays.