E-spil dig til privatøkonomisk viden

- et koncept for et e-læringsspil

Speciale
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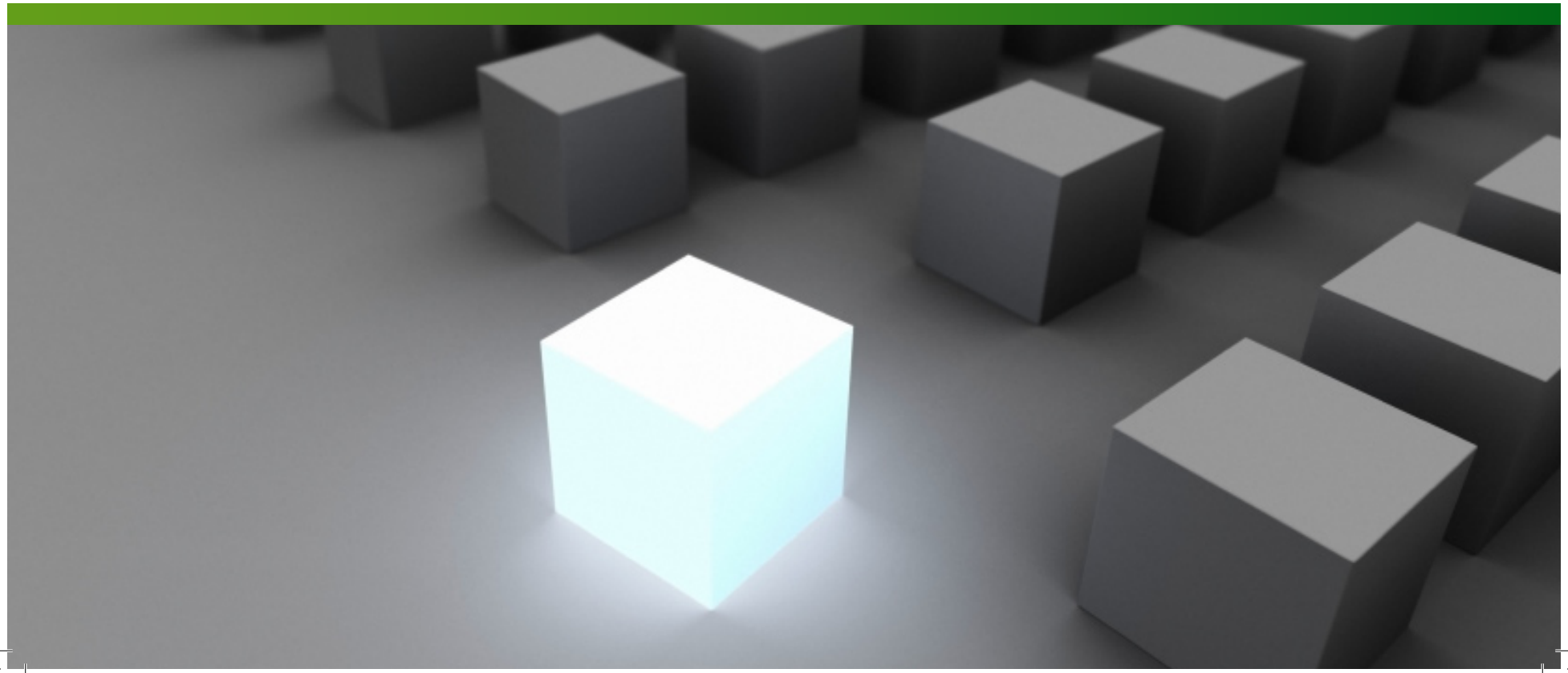
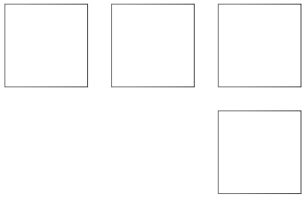
Vejleder: Thessa Jensen





The aim of this thesis is to document the theoretical foundation and subsequent development of a concept for an e-learning program. The purpose of the program is to teach the user about certain relevant aspects regarding his or her private economy, but do so in an easy and entertaining manner. In the thesis we account for, and analyze the prevalent theories that can be considered to be currently predominant within the fields of: *adult learning*, *play*, *e-learning, edutainment*, *computer games* and *consumerism*. We then seek to combine this theoretical foundation in order to create an e-leaning concept that works both in a coherent and entertaining way.
In the chapter about adult learning we first explore the mechanics of motivating factors for adult learning. We then look at the meaning of learning spaces, as well as the importance for the adult learner of being in control of his/her own learning. We introduce different levels of learning goals, and at last we discuss how such levels can be tested...

...The concept takes form as a design document where we present lists of the key game elements such as game characters, items and mechanisms. Also we clarify the game A.I. and gameplay section.
The result is an edutainment concept that enables its user to engage in playful learning.
(*Extract from 'abstract'*).