

# MASTER PROJECT PROPOSAL

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Program: Computer Science, Multimedia  
Working title: **Serious Games in Interactive Media**

Recently serious games are of highest interest. They make learning more enjoyable and effective. In my master project I would like to combine both interactivity and educational purposes by working on a XIMPEL production that includes serious mini games written in Flex/ Action Script 3.0.

The main topic I want to cover in my video game is art. The player will gain knowledge in regard to painting, architecture, sculpture, music, movies, etc. XIMPEL users will be able to create their own playlists by customizing my game templates.

The mini games will include both general and more specific examples. The former could be used for any of the topics (only by changing the pictures, etc), while the other will concentrate on one of them in particular (either music or painting). The general one could be: a memory game, a matching game, puzzle. A specific example could be a music assignment, in which the player needs to recognize a piece. Obviously, such a template can not be used for paintings or architecture.

In my project I would like to include also a possibility to create questionnaires. More ideas might come while working on the project.

Next to creating the templates in Flex/ Action Script 3.0, the main part of my master project will be to create a nice showcase of XIMPEL interactive video with serious games. For educational purposes I will incorporate video fragments of movies or concerts and include introductory videos about life of the artists.

The last part would be to create suitable examples and tutorials, which show the users how to customize my templates in order to make their own video games.

I have experience with XIMPEL (I worked with this platform on a couple of projects) and serious games (which were the topic of my Literature Study course), which will allow me to work on my project more efficiently. However, there is still a lot of work in the areas, that I am not familiar with. I will have to make research about Flex, develop my Action Script skills and understand better XIMPEL possibilities. The project will require not only technical research. To create a good showcase, I need to read more about art, famous painters, musicians, etc.

Hopefully, my master project will contribute to the improvement of XIMPEL platform.