Collaborative Quiz Game Developed with Epik
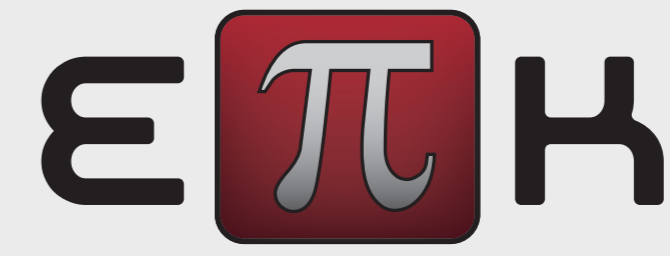
What we believe

Games, when used as learning activities, can provide students with many forms of interaction and collaboration, which are fundamental aspects in life.

What we expect

Collaborative quiz games should allow students to improve their skills in relation to the game topic and their teamwork capacity. Besides that, the development of these games should be a simple task for the teacher, as their integration in Moodle.

What we propose

An application for the development of collaborative quiz games composed by:
- Multiple choice **questions**
- **Helps** as a form of collaboration
- And **scores** as a form of competition

This application will allow games to:
- **Log** the students activities while playing
- Be distributed as **Moodle activities**

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1. Presenting a concept to players

Throughout the game are displayed on the right the team score, the players scores and the available helps for the current player. This information serves as social awareness indicators and also as a way to foster collaboration and competition among players.

First, a concept is presented to each player in text and video format. When all of them click on "continue" the quiz begins an each one of them is faced with the same set of questions, which provide 3 different kinds of helps:
- Learning materials consultation;
- Request hints from other players;
- Incorrect answers removal by other player (50/50).

2.1. Anakin asks for a hint

When a player requests help, other player will be asked to provide is colleague with the most appropriate information in order to help him answering quickly. By doing so in a specific time interval both players can receive a bonus.

3. The hint and timer are displayed to Anakin

All mentioned aspects such as the questions, the topic, the scores, the times to answer, the rewards, the penalties and the actions to log, could be defined by the teacher while developing the game with Epik.

2.2. Irina chooses and sends a hint to Anakin

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