

Education is a game

Matteo Manferdini

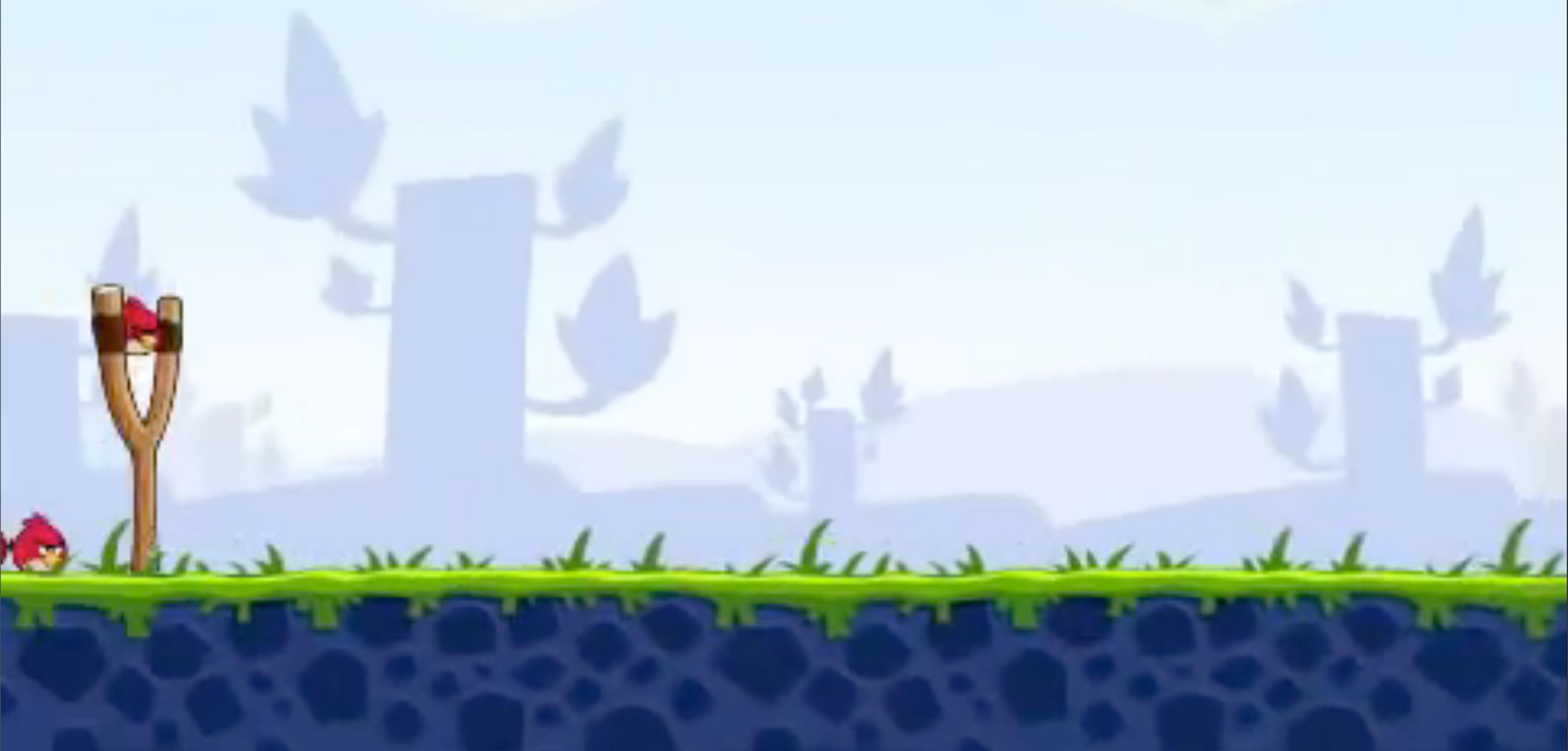
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HIGHSCORE: 47600
SCORE: 0



$$s = vt$$

$$s = s_0 + v_0 t + \frac{1}{2}at^2$$

Fun





Used by around 100 people in
one day

Used by around 100 people in
one day

A normal bottle bank close by
was used only twice



Collected 72kg of rubbish in
one day

Collected 72kg of rubbish in
one day

41kg more than a nearby
normal bin



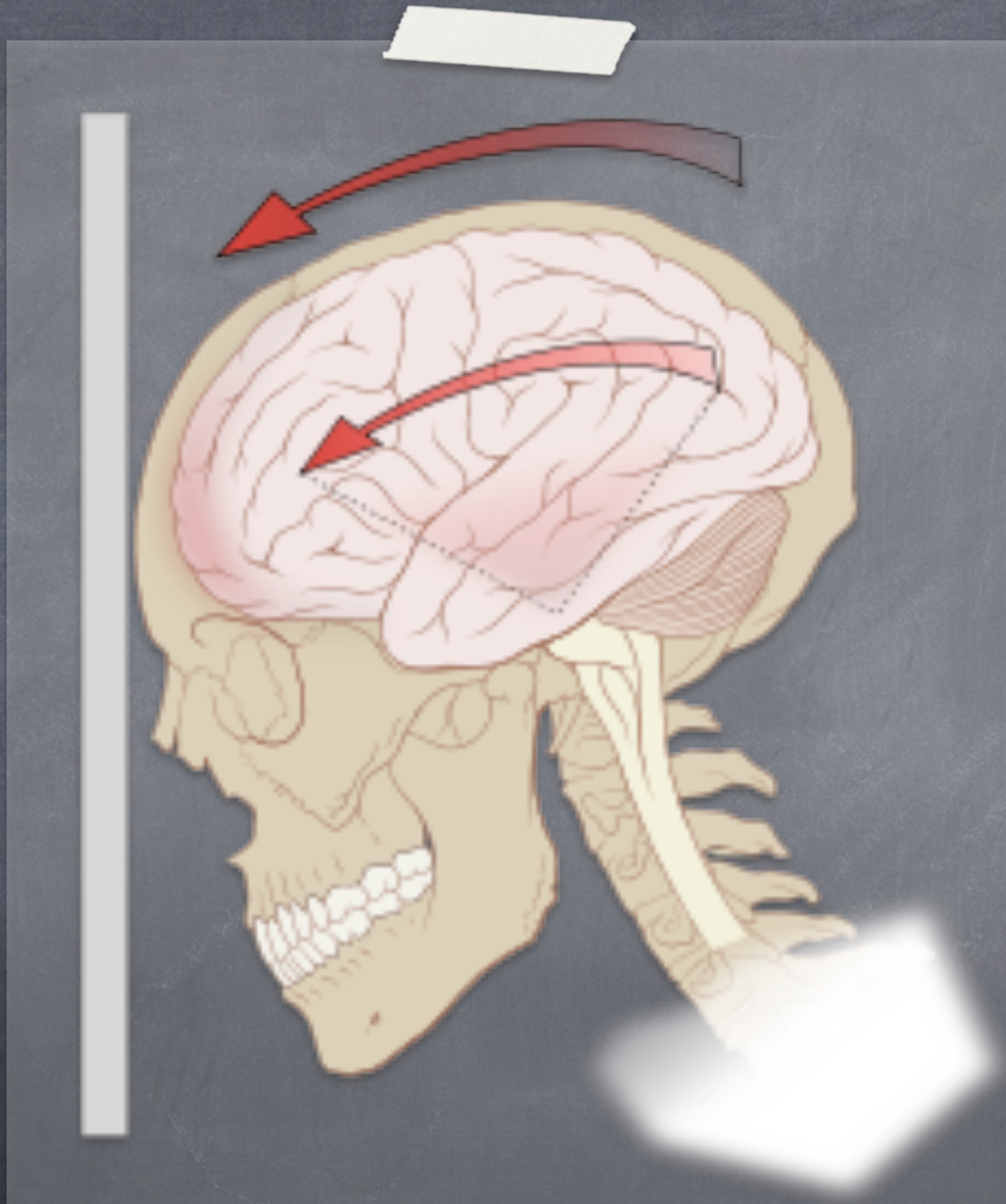
Fun

Fun can change
behavior for the
better



In games we
become the best
version of ourselves

The average game
player spends 10.000
hours playing games
by the age of 21







Fun

What is fun?

Foreword by
Will Wright

A Theory of Fun

for Game
Design

Raph Koster

 PARAGLYPH
PRESS



!! Mtg @ 2pm !!

? Level 3
Balance ?

ore!
tent?

Flow

Mihaly Csikszentmihalyi

Mihaly Csikszentmihalyi

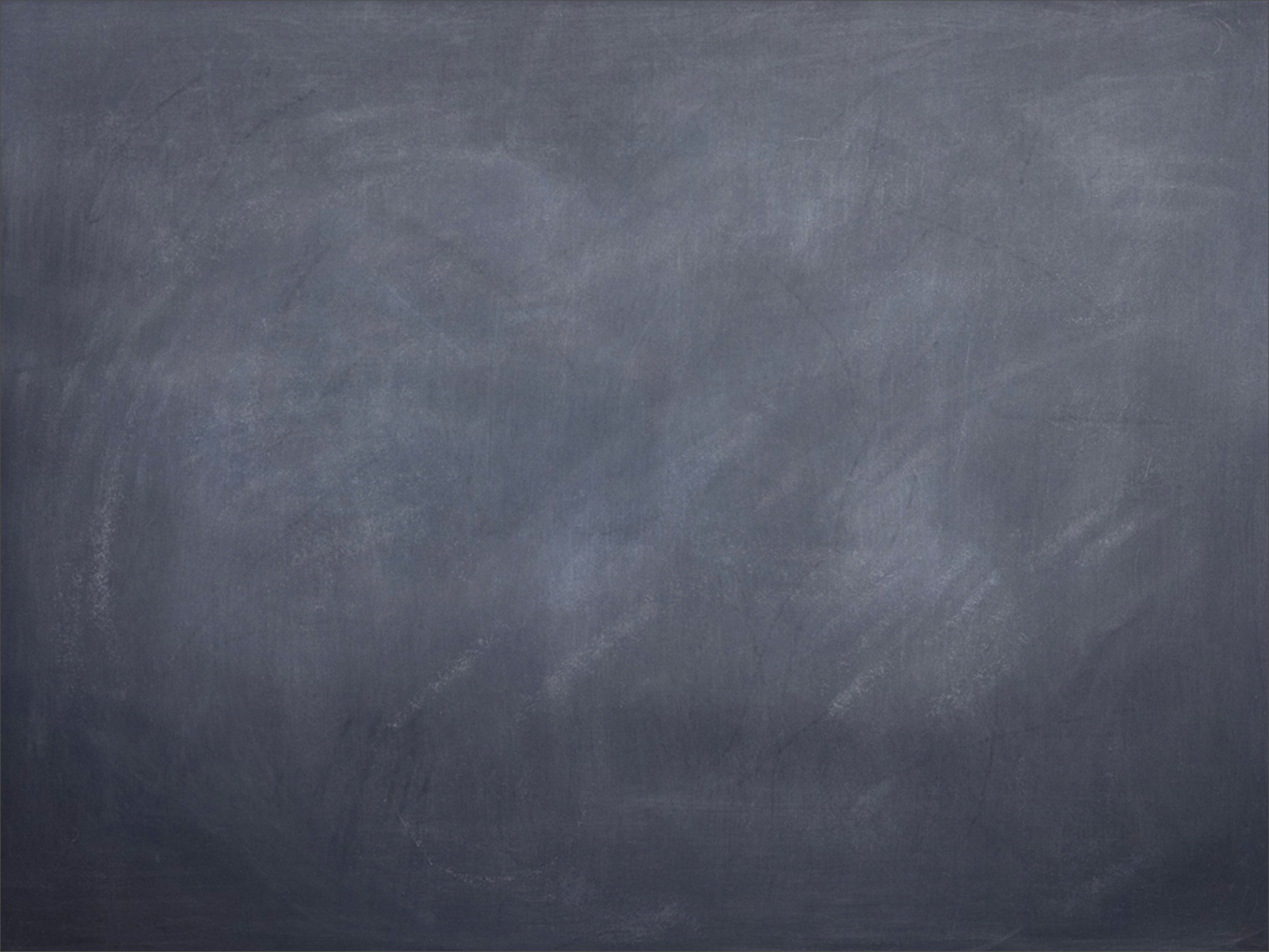
- Challenging activity that requires skill

Mihaly Csikszentmihalyi

- Challenging activity that requires skill
- Clear goals and feedback

Mihaly Csikszentmihalyi

- Challenging activity that requires skill
- Clear goals and feedback
- Uncertain outcome, but influenced by your actions.





Skills

Challenge



Skills

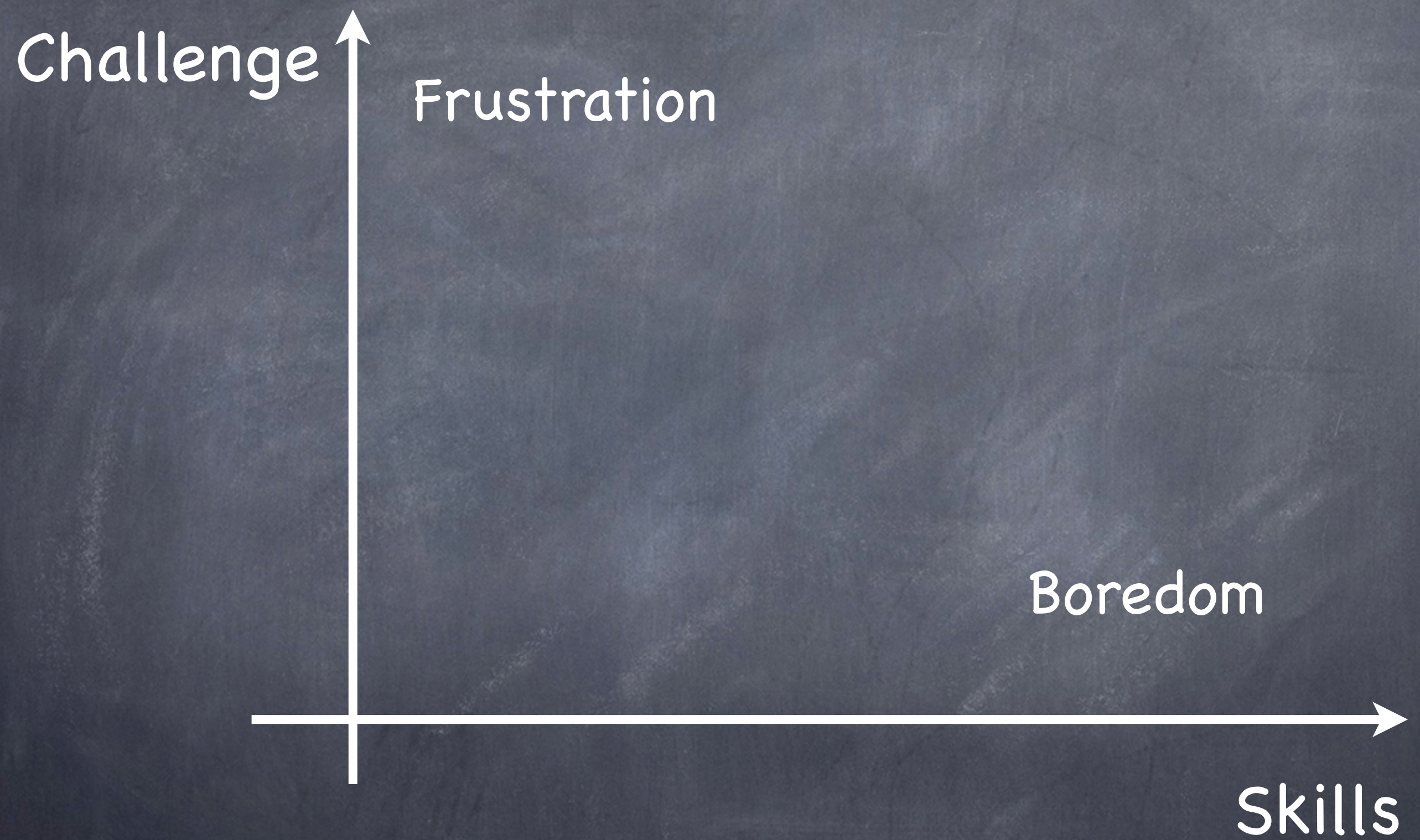
Challenge

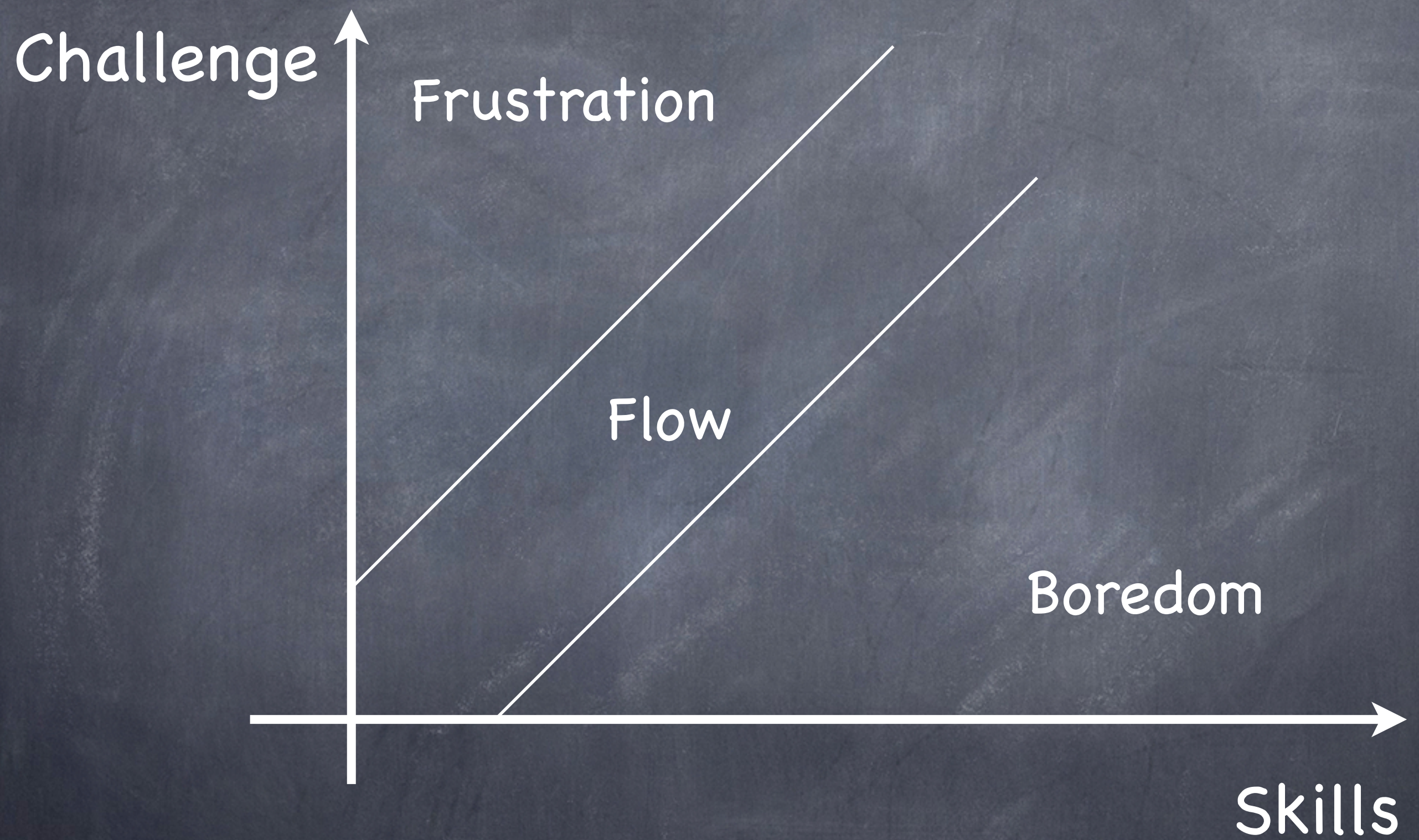


A 2D coordinate system is drawn with white lines on a dark blue background. The vertical axis has an upward-pointing arrow at its top, and the horizontal axis has a rightward-pointing arrow at its end. The word 'Challenge' is written in white text to the left of the vertical axis, near the top. The word 'Skills' is written in white text to the right of the horizontal axis, near the bottom. The word 'Boredom' is written in white text in the lower-right quadrant of the graph.

Boredom

Skills





Fun









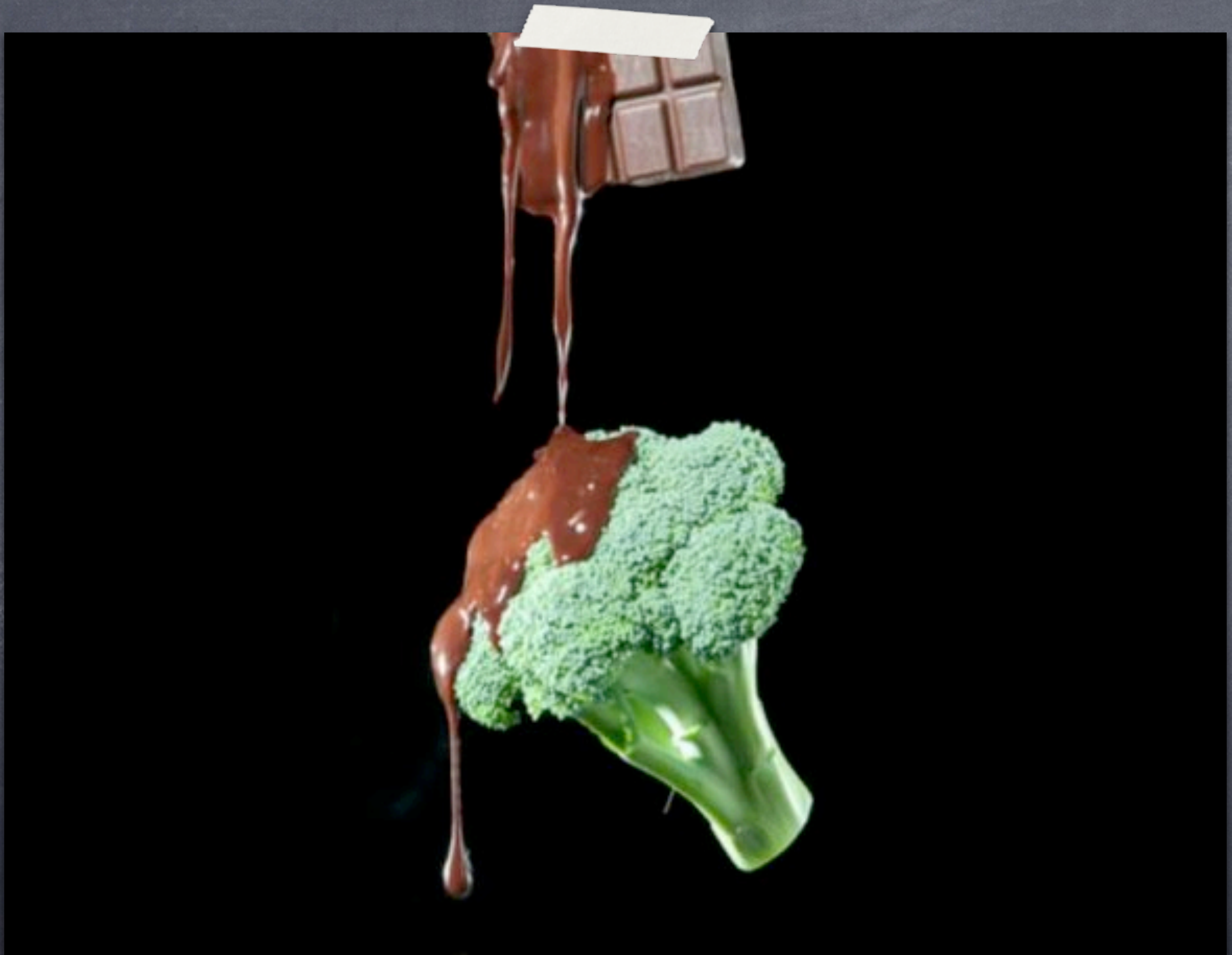




Fun = Learning

Fun = Learning

Games \subseteq Education





Education will really
be a game

Thank you!

Matteo Manferdini

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