



Idea Inventory

Ideas

1. Accessibility & Learning

Develop a game by using touch sense for children which can be used by both blind and non blind children in order to learn various subjects

2. Exploring MU

Create a game which can be used in letting students insight the university well. The game around the map of campus regarding to adventure and exploration. As well, students and other people will experience the history and development of the University of Missouri-Columbia.

3. MU Building History

A fun game which would include the history of Mizzou and the origin of every building.

4. Trivia Game

Everyone loves trivia, and no one loves trivia more than college students. My game would allow college students in any discipline to compete against their peers in their field of study. My idea is to have students input the classes they are taking into the game, and then the trivia questions will pertain to those subjects.

5. MU Scavenger Hunt

I will create a scavenger hunt game for new students. In this game, players are to find all kinds of works (albums, videos, portfolios, essays, messages. etc.) that are "scattered" on campus by current or graduated students. There might also be prizes scattered on campus with which new students can use to purchase or exchange for books, coffee, pens, T-shirts, or other souvenirs.

6. MU Location Game

We are going to create a great game for learning based on the location GPS. This software is related to the MU campus, which has meaningful thought of education. People not only can play the game, but also can learn from it.

7. MizZOO Wildlife Project:

The special wildlife and birds collections at the conservation hall make it an appealing place for Mizzou students and family members. However, the labels with texts and maps do not seem to provide an interaction or further information to the visitors. I'm proposing a "virtual zoo" which viewers can get video clips and learning experience when they point at a particular species, thus a better understanding of the environment and information that the animals living in.

Website for exhibits link: <http://www.snr.missouri.edu/about/exhibits.php>

8. Sustainable Mizzou Project

My idea is to motivate students and community gather trash around by providing detailed information about sustainability at Mizzou (e.g., guidelines and categories) when they get to scan the QR code from recycling bins on campus. Further information on what recycling process going through can be explored through the VR app

10. Student History/Activism

With the same game design, it would also be an interesting way to explore of student activism at MU, beginning with the story of Lloyd Gaines.

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11. MU Virtual Pet Game

People can get a Mizzou pet in the game. They can finish some questions to increase their pet level.

12. Wayfinding/Research Tool

Combination of a wayfinding tool and research tool that could direct users to physical or virtual sections of information centers and buildings on campus. Users could post in the application to rank the relevance of various information resources, sections of the library, or web pages and guides. Additionally, asynchronous/non-linear tours of campus could be designed based on various themes.

13. MU Scavenger Hunt

A location-based scavenger hunt challenge for students. Students and organizations create scavenger hunts using the app. Students then participate in the hunt by receiving clues and locations. When they reach the location, they complete a challenge associated with that location that focuses on that building or area's subjects. Videos can accompany the challenges, to provide information that is then quizzed later. Think Amazing Race, but using videos and software to implement the challenges. The groups are then ranked based on their time and score. It provides a fun way for students to quickly learn the campus layout, and it encourages students to work together to solve various multidisciplinary challenges.

14. Puzzle Solving Game

A treasure hunting game(a puzzle solving game or so)
the player will receive a hint at the beginning, he needs to find the next hint by figure something according to the current hints he has or just randomly search the environment
or he can also just pay for the next hint or some super useful items(just kidding)

15. MU Locations and Scores for Time

I would like to create a game that includes points earned towards free gifts for students that spend certain amounts of time at different locations on campus. This idea stems from apps already generated such as PocketPoints. In addition, I would also like to create an online community in which students who use this app could be in connection with one another and participate together in their pursuit for different achievements.

16. MU Learning Tour

I'd like to create something akin to Pokemon Go, where your location determines what game content you encounter, allowing the game to be even for interactive. I'm interested in how we can make the game educational while not becoming merely a self-guided tour of Mizzou campus.

17. Professional Development

An idea I had to gamify a professional development opportunity for faculty on student learning assessment was to give them a choice of a "creature" or alien in the first level. Then they can complete tasks (e.g., write a measurable learning objective) or go on quests (e.g., go to the library and check out a book on assessment) to level up and get clothing, armor, and/or accessories for their creature. Participants can also team up creatures to do collaborative assessment projects to earn points. The winners at the end receive some sort of stipend for professional development travel or something like that.

18. Impaired Driving Prevention

The overall goal of the game would be to drive home without sustaining damage to the car or attracting police attention. The game would start out with the player only slightly impaired, but the effects of the slight impairment would be noticeable. There would be multiple levels, and as the player progressed through each level, so too would the impairment and effects. Instead of just alcohol, there would be multiple drugs, such as marijuana, cocaine, etc. The other drugs would get their own levels, like alcohol. There is no reward for winning the game, much like in real life. To prevent people from glorifying the impaired driving, facts and testimonials from people with personal experiences will be plastered all over the game.

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19. VR Campus & Code Constructing

A user friendly interface that allows the player to use blocks to create code making a virtual University of Missouri campus. They could create code by following simple instructions and it will make the virtual student move to the location on campus they would like. When getting to a spot on this virtual tour it would reveal information about the building such as location, classes and activities that take place in them and even links to websites to learn more.

20. Water Issues

Game about water issues

21. Strong Student Community

I would like to create a game that helps students network with each other to develop and build a strong united community.

22. Learning Coding Logic

A game that teaches people to learn the logic of coding.

23. Mathematics Education

I would like to make application related with mathematics. For example, undergraduate student may face a lot of real life mathematics problem in their campus life. With AR, when they go to some specific places, some specific team (or individual) missions will show up with specific image or video. Then, they could participate in collaborative problem solving activity. If they go through all mission, they could get some rewards.

24. Mizzou Campus & Climate Change

The purpose of this game is to help students visualize impacts of climate change, specific to the Mizzou campus. It could function as an interactive guided tour of the Mizzou campus, and will convey information on current evidence of climate change on campus as well as future projections (such as which areas are likely to be flooded, and how high the waters could rise). Students can measure temperatures of heat islands on campus, and send the data to a database which could record heat island indices and convey which parts of the campus are heating up more.

-For the interactive and collaborative elements, there could be a button that says "Take action". Students can choose to "offset" carbon emissions through a variety of options presented to them. These options could include stopping by the Environmental Leadership Office to pick up a reusable bottle, going to their dorms to find electronic waste that they no longer need and donating it, or it could give them directions to plant a tree at a suitable location on campus. Other options could include presenting them with a list of courses on campus that have a focus on sustainability or climate change that they can enroll in to learn more.