

Designing and Testing a Racing Car Serious Game Module

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We present a serious game module to insert into an entertainment video game and examine if knowledge and skills gained from the module can transfer into real life usage. The module consists of a map of a school based on the real life layout of a post-secondary institution. 21 subjects participated in a scavenger hunt around the school, where some played the video game prior to the scavenger hunt. A pilot study shows a significant decrease in the time required to complete the scavenger hunt, however a larger study shows subjects who first played the racing car game achieved a slightly lower average time to complete the scavenger hunt; the difference, however, was statistically insignificant.