Evolution of Video Games is a 3 ECTS online course created for a Master’s thesis that covers various topics related to the field of video games in a compact manner.

The course’s duration is 10 weeks long and each week focuses on a specific topic. These topics are taught with the use of educational videos, interesting reading material and various assignments. The aim of the course is to provide a historical overview of the development of video games, their innovative changes, marketing and more. This course is suitable for future game developers and video game enthusiasts.

A studying game was developed for this course, which made it possible to learn and revise the course’s material in a playful way. The students would be able to tour around a virtual environment designed based on the LVLup! video game museum with the help of a software called Marzipano.

The mission is to explore and gain points by playing a quiz/visual novel type game where the students have to talk to various in-game characters and collect different objects. Inside the game it is also possible to read the material and watch videos created for this course. All points that are earned through correctly answering the questions from in-game characters are automatically synchronized with Moodle by using LTI.

A total of 106 students registered for the course during its initial piloting. The feedback from the students was mostly very positive due to interesting topics, educational videos and diverse exercises.

Results: 11% Satisfactory, 9% Good, 44% Very good, 45% Excellent

Fig. 1. How the students assessed the overall course

See bit.ly/3f9wk18