



Magiko Filtro (Magic Potion)

an adventure game for learning



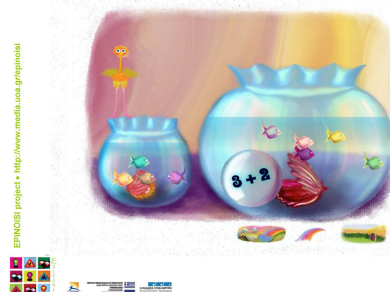
Magiko Filtro (Magic Potion) is an adventure-style game for learning that was developed for primary and secondary education students with mild intellectual disability during Nov 2007 – Nov 2008 within the EPINOISI project (Project Leader Prof. M. Meimaris, Co-ordinator Assist. Prof. D. Gouscos), by the Laboratory of New Technologies in Communication, Education and the Mass Media of the Univ. of Athens. The Magiko Filtro design and development team included about 15 researchers from disciplines such as interactive applications, animation and graphics design, special and primary education and communication studies.



Magiko Filtro is a stand-alone Flash application but not a single-hero game; there is a whole company of characters who alternate in the control of the player and aid each other. The game is made up of four episodes (corresponding to the pursuit of the four colours of a missing rainbow), comprising narrative scenes and some 20 micro-games in total (maths, language, everyday life skills). Yet, this structure is loosely-coupled; episodes can be entered and exited at any time and in any turn, narrative scenes and micro-games can be played or skipped. There is no memory (objects gained etc) persistent beyond the boundaries of any single episode, in order to avoid linear

dependencies in the game flow. This is in line with the educational process itself for the game's intended audience, which is highly characterized by non-linear changes of the learning subjects. The language and maths micro-games are also available as stand-alone games with an interface for loading dynamic content such as teacher-defined vocabulary and arithmetic problems.

Magiko Filtro v1.0 has been internally released for in-class testing by about 200 trainees of the EPINOISI project (special education teachers) and about 500 special education students during Oct – Nov 2008. Evaluation results have been positive regarding game play and demanding for additional enhancements in learning contents. The final version of the game incorporates this feedback and was publicly released in March 2009. In June 2009, the Magiko Filtro game was awarded the Comenius Edumedia Medal.



For more information on the EPINOISI project please visit <http://www.media.uoa.gr/epinoisi>. The Magiko Filtro game is available for free download (in greek, partners sought for translation) at <http://www.media.uoa.gr/epinoisi/tmf/tmf20.rar>.