THE CHINESE UNIVERSITY OF HONG KONG

Micro-Module Courseware Development Grant

Scheme 1: Basic Scheme

Interim Report (2015-16)

Report due 30 June 2016.
Please return by email to mmcd@cuhk.edu.hk

PART I

Project title: Enhancing learning Economics with Games and Apps

Principal supervisor: Dr. Lau Ka, William

Department / Unit: Department of Decision Science and Managerial Economics

Project duration: From January 2016 to December 2016

Date report submitted: 30 June 2016

1. Project objectives

This project aims at enhancing students learning efficiency in Economics in 2-way approach. First, we boost the intrinsic motivation of students in learning Economics, when they realize how close Economics is to their daily life and how interesting it can be. Second, we reinforce the theories in Economics they have learnt in class into a long-term memory. In contrast to the revision before exam that usually results in short-term memory of students, the game can deliver a deeper impression of Economics theories in their mind.

2. Progress on process, outcomes or deliverables

The syllabus of DSME 1030 is integrated into the modules and the modules are divided into 2 modules, i.e. the elementary module (Game 1) and the advanced module (Game 2). Each module will be transformed into both real Room Escape (with the aid of apps) and virtual Room Escape game (in the form of computer game) series. 4 game modules are completed by game designers and programmers, which are shown as follows:

Items	Completion Date
Game 1 – Game Design (Chi & Eng)	Late April, 2016
Game 1 – Apps development (Chi & Eng)	Early May, 2016
Game 1 – Computer game development (Chi & Eng)	Mid May, 2016
Game 2 – Game Design (Chi & Eng)	Mid May, 2016

Game 2 – Apps development (Chi & Eng)	Early June, 2016
Game 2 – Computer game development (Chi & Eng)	Early June, 2016

Fine adjustments of the modules are expected after pilot testing are carried out in June-August 2016, as scheduled in the project proposal. The time for completion for the project's evaluation shall be 31 December 2016.

3. Evaluation Plan

We will have the evaluation of the project right after the midterm and the final exams respectively. After the midterm, we will compare the performances of the class which learns by room escape games with the class which does not. We will also conduct survey and focus group to find out the interest of students to take the course with room escape game, and the feasibility of the game to replace traditional teaching materials. Similar evaluation will be done after the final exam, where game 2 is already carried out. At last, a conclusion on the effectiveness of the project will be made based on the initiative of students to learn with the use of the game, the difference in academic performance of the students who play and do not play the game, and students' learning effectiveness, e.g. short-/long-term memory of the knowledge.

4. Dissemination Activities (reports, websites, video links, products, *etc.*)

The following items will be sent to the grant committee for the possible renewal of the project, and as a reference for other teaching staff.

Items	Completion Date
Final Report Submission	31 December 2016
Submission of game modules(final version)	31 December 2016
Online publication of the introductory video	31 December 2016
Online publication of the modules (computer games)	31 December 2016