



Comparison between Two Development Platforms of Games to E-learning Courses

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Abstract

The actual level of the interaction between humans and computers is growing stronger every day. To follow the advent of technology, a lot of specific areas may use this as a good way to improve them. The Education is one of them. No matter how much the technology grow, the main problem of the Education still remains: motivation. To solve this problem, many educators around the world are trying to use alternative teaching techniques. One of the most relevant techniques that may be used to engage students is the Gamification [1]. This alternative may be a good choice to raise the bond between people and any academic area. To integrate Gamification with Education is not an easy task. That requires efforts in all professionals involved, since students until educator's institutions [2]. To easy the path to make games focused in education, is necessary to choose a good platform of development. The objective of this paper is to test and compare two development platforms: e-Adventure and GameMaker Studio. The e-Adventure platform is an environment created to further the development of educational games and simulations. It is Open Source, can be integrated with HTML5 and support the creation of point-and-click games and third-person games. The GameMaker Studio is a tool focused in rush the development of games with a small team of developers. It's compatible with HTML5, Android, iOS, Mac OS and Windows. This platform has its own programing language, called GML. These two tools were tested with applications oriented to learning, considering programing language, interoperability, interface and support. A comparison between e-Adventure and GameMaker Studio was made to determine which one is the best choice to develop games to let students learning through play.

References

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- [2] Klopfer, E.; Osterweil, S.; Salen, K. Moving learning games forward. The Education Arcade Massachusetts Institute of Technology, 2009