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Developing Open Access Educational Video Games for the Humanities: The Durga Puja Mystery, an Educational Video Game for South Asian Studies

Zeiler, Xenia

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**DEVELOPING OPEN ACCESS
EDUCATIONAL VIDEO GAMES FOR THE HUMANITIES:**

***THE DURGA PUJA MYSTERY,*
AN EDUCATIONAL VIDEO GAME
FOR SOUTH ASIAN STUDIES**



XENIA ZEILER
UNIVERSITY OF HELSINKI, FINLAND

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GAMIFICATION ALL AROUND US...

- term first used in *digital media industry 2008*
- game elements (especially game, i.e. interactive, design elements) *in non-game environments*
- by today is applied in *almost all sectors of society and culture* (for example business, education, health sector, journalism, etc.)

→ By today **2 main academic interpretations** of the term:

1) video games are increasingly institutionalized + gain impact in society, a trend to gamify all aspects of life (= *partly negative* connotation)

2) can be used not only for entertainment but may be fruitfully employed to enhance player/learner engagement + motivation (= *positive* connotation)



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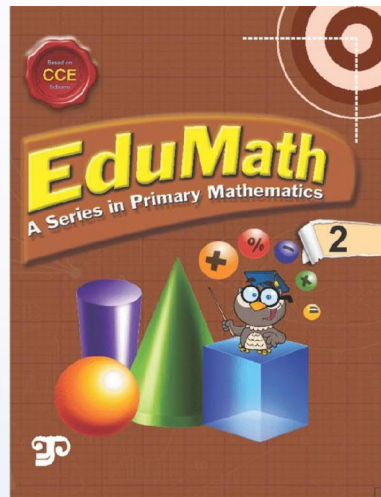
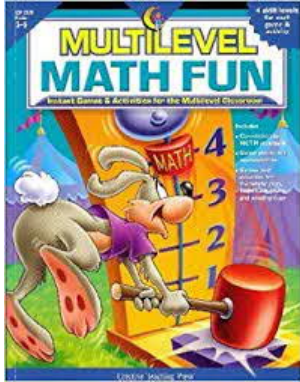
... ALSO IN EDUCATION: SERIOUS AND EDUCATIONAL GAMES

- “edutainment”, Michael and Chen (2006)
- five claims for using games for learning purposes:
development of cognitive, practical, physiological and social skills and motivation, Mishra + Foster (2007)
- Event examples, all 2018:
 - International Academic Conference Meaningful Play (USA)
 - International Association of Smart Learning Environments (USA)
 - IEEE TALE, Engineering Next Generation Learning (Australia)
 - Games and Learning Alliance (GALA) conference (Italy)



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STEM SUBJECTS



NJOY Learning
Made in India, Made for India

Moral Stories

Interactive Activities

- Puzzle
- Memory game
- Word Puzzle
- Identify

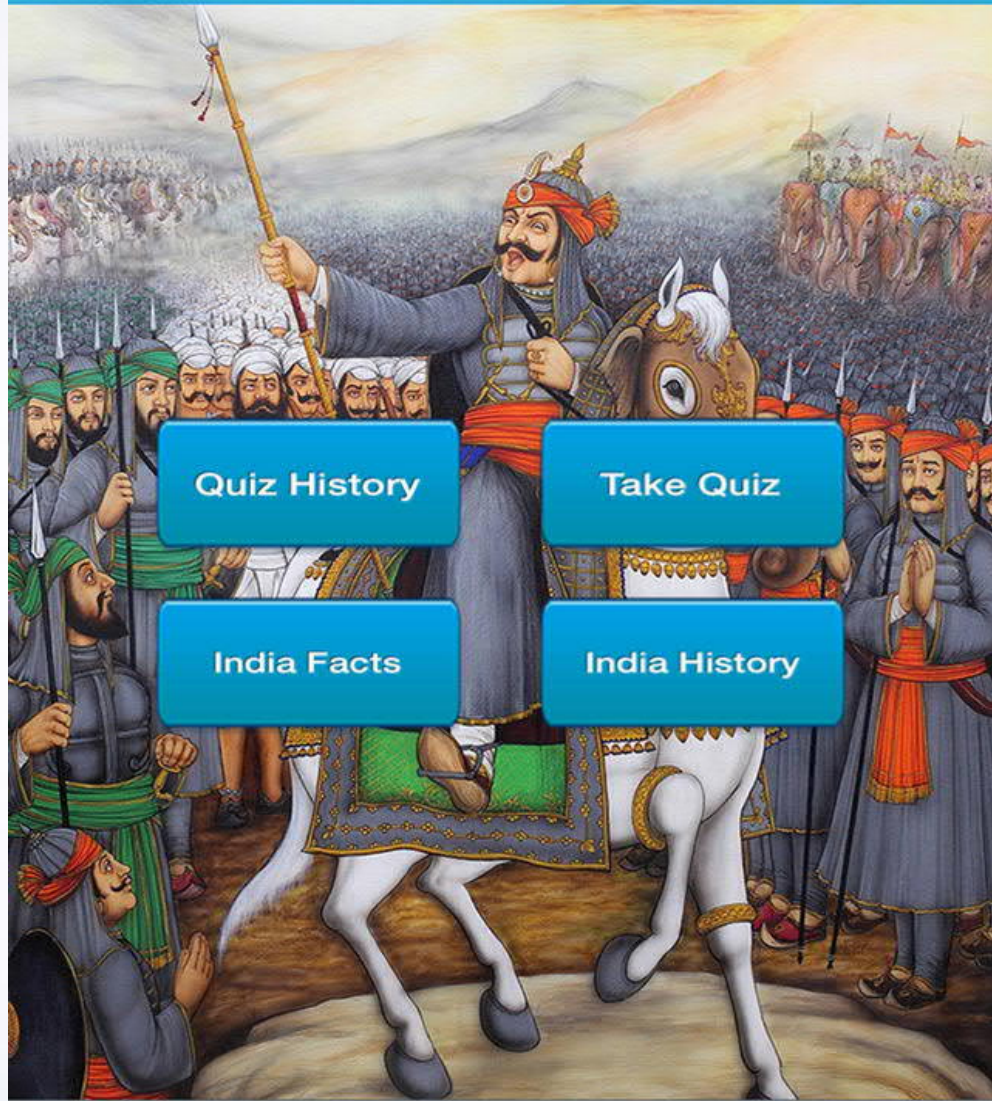
Interesting Explanation

and More.....



Indian History

Learn History & Take Quiz



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THE EDUCATIONAL VIDEO GAME *THE DURGA PUJA MYSTERY*



*The
Durga Puja
Mystery*



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The Durga Puja Mystery

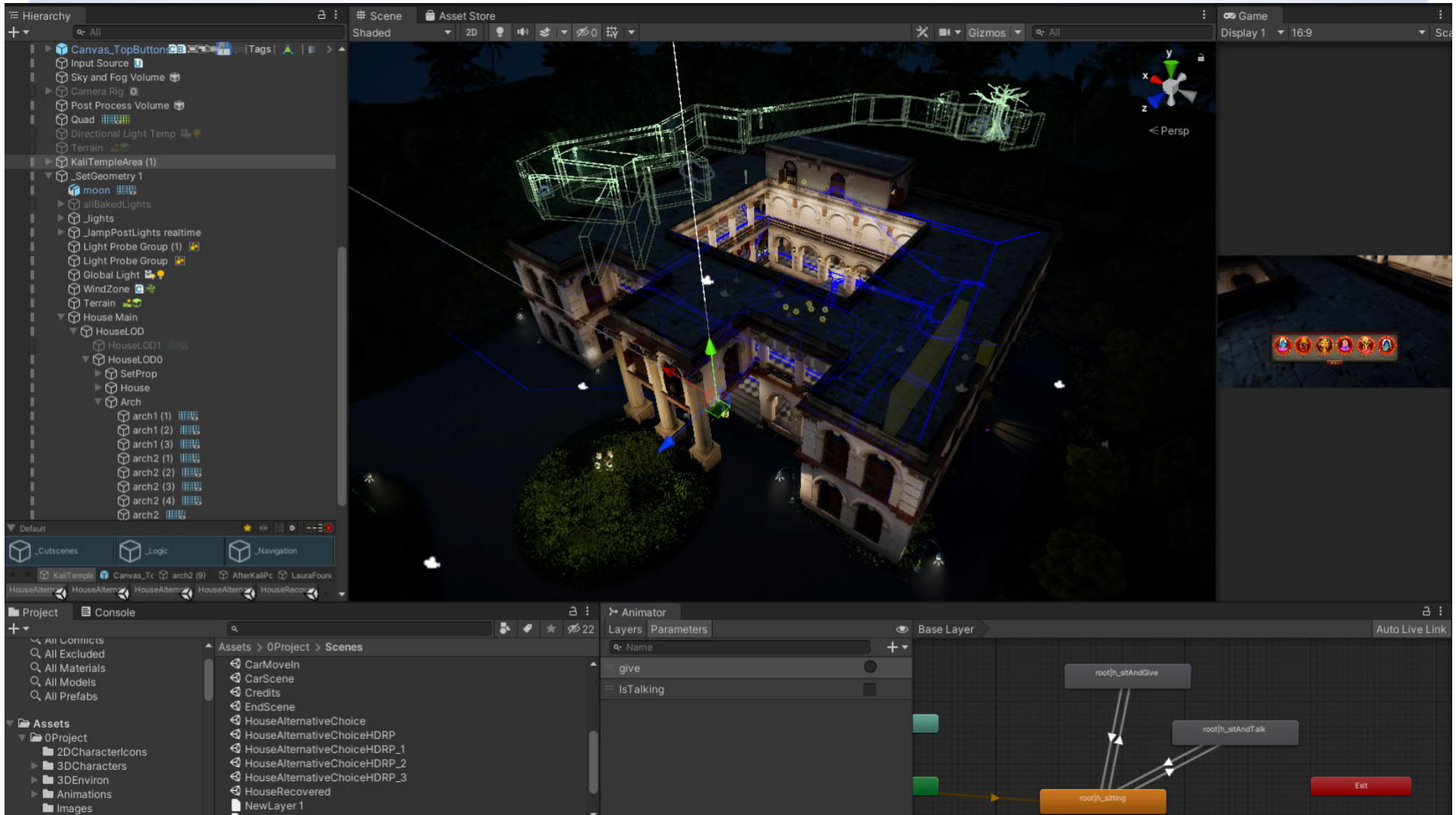


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The image shows a Unity 3D development environment. The main scene displays a group of 3D characters in a virtual space. The characters include a woman in a red sari, a woman in a yellow sari, a woman in a white sari, a man in a grey kurta, a man in a white kurta, a woman in an orange dress, and a young girl in a pink dress. The scene is rendered in a shaded view. The interface includes a Hierarchy panel on the left, a Console window at the bottom left, and an Animator window at the bottom right. The Animator window shows a state machine diagram with nodes for 'Any State', 'Entry', 'root|mp_pick', 'root|idle_sitting_talk', 'female_talk_stand', and 'male_move_walk_normal'. The Hierarchy panel shows a tree structure starting with 'samplescene*' and including various characters and environmental objects. The Console window shows a message: 'Drop object on me'. The Animator window also shows a 'New Trigger' dialog box.







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THE DURGA PUJA MYSTERY

An Educational Video Game

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[NEWS](#) ▾

About

Description:

The educational video game Durga Puja Mystery introduces the arguably most popular and widespread Hindu festival, which is widely celebrated in India, but the festival is also a highly significant part of the lives of many diaspora communities. The game is a third-person 3D adventure featuring educational puzzles, riddles and tasks. It takes place

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