Demonstration of Educational Games Developed for Mobile Phones

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Abstract: Mobile phone saturation in South Africa is high and mobile phone organisations are actively targeting adolescents. The educational implications of gaming and mobile phone usage has been demonstrated. The opportunity exists to provide educational content on mobile phones that is on the same level as ‘popular’ content but with targeted educational objectives. Our organisation has followed a process of developing open source games for adolescents with mobile phones, which have direct educational objectives but also subscribe to the notions of digital games as challenging, enthralling and entertaining.

The first game to be demonstrated is a situated within a mathematical arena. Game players have the opportunity to solve mathematical puzzles on increasing levels of complexity with clues and cues to ensure participation and challenge. Problem-solving, self monitoring, planning and analysis are key to the success of this game. The second game centers around creating a fashion empire. Problem solving, simulation, collaboration and planning are key to this game.