

Harvey the Husky:

An Adventure Learning Game



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Learning Technologies Master of Education Student Showcase
Final Project
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Melissa...



Adventure Learning + Video Games



Interested in Adventure Learning



Interested in creating an App Game



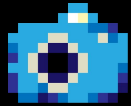
Inspired by Dr. Aaron Doering's *Arctic Transect 2004* and *Timber Tales* (a four-legged update from the trail, which inspired '**Timber for President!**')



Goal to create an Adventure Learning Gaming App (ALGA) that uses the principles of Adventure Learning, but in the video game environment



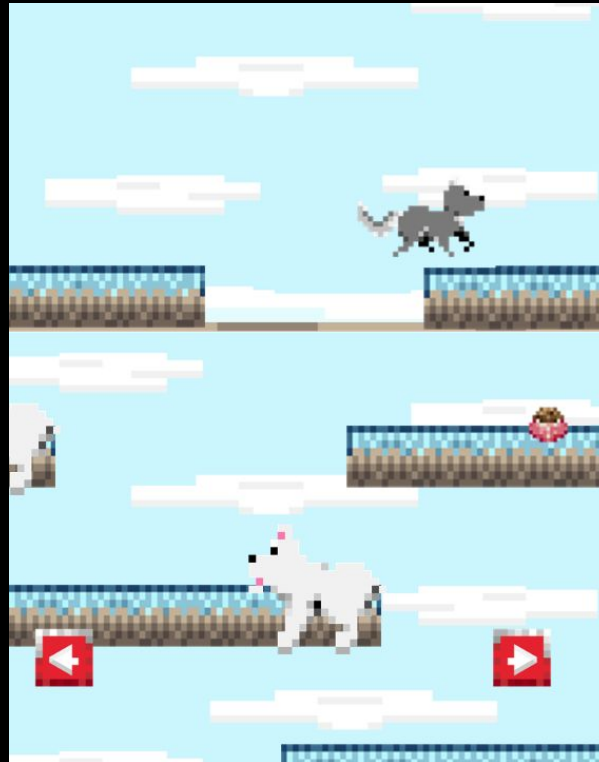
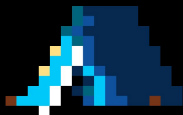
Game for children to learn about the environment and global warming



Harvey the Husky



Harvey the Husky is part of a scientific expedition in the Arctic studying global warming and has lost his way. Harvey needs to survive by collecting as many items as he can to take back to the scientists and expedition. Can Harvey avoid the negative effects of global warming? Can Harvey get back to the scientists in time? **Only you can help Harvey!**



Game development software:

Construct 2

No coding, template, hired friend to create 8-bit images

Infinite fall platform game

Controlled via keyboard keys/arrows

Positive things = points

Negative things = death



Lessons Learned...

Hard to put the Learning into the Adventure

Hard to create a App Game

Hard to be “subversive” (to get the learning in) in your game design and not make a dull game

Next steps...

Add in a few extra things

Create a website for the game instructions and the Adventure Learning elements, currently housed at <http://melissaaho.com/harvey-the-husky>

Post in the Apple iTunes App Store

