GAME ENGINE ATTRIBUTES

COMPILING AND EDITING THE EXERCISES

Game engines can be used in content development to enrich education and increase student motivation. Below we describe the parameters of each of these game engines. The game screenshots used do not necessarily correspond to the exercises described in the manual.

You can find detailed descriptions and video tutorials on how to create game engines/tasks here. Information and suggestions on assigning game engines to task types can be found here.

Bubble monster

Task instructions: max 200 characters • ideally, the answer should be 5-7 characters max • 1 -2 good • 3- 4 wrong	***Example*** *Statement/Question: What is included in 4P?* *Correct: advertising, price, product, location* *Incorrect: market, buyer, profit*	

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Fish in water

Task instructions: max 100 characters • Full text of the task: shorter declarative or longer compound sentence - max 100 characters • max 2 words per fish - 15 characters in total • 1 -2 interchangeable answer • 2-3 wrong answers, max 15 characters per answer	***Example*** *Complete the following sentence:* The extroverted personality ..... and ..... . *Good Answers:* easy to make friends with, centered *Bad answers:* quiet, selfish, introverted	

True - false question

Ask clear questions Set task - max 255 characters You must specify whether the claim is true or false.	***Example*** *Task:* Question or statement: brainstorming means a brainstorming session. It is short and intuitive.	

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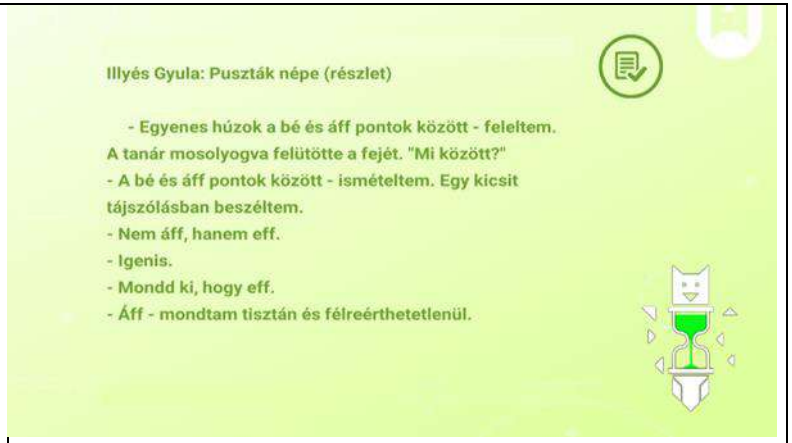
Reading comprehension

Task instructions: max 100 characters Task text: max 2500 characters • you can tick the words in the text to indicate the correct answer • missing word in place - 3-4 answers • 1-2 correct	***Example*** *Text*:The concept of sustainable development refers to a development path that ensures that the **needs of the** present **(skip: needs, right answer: needs, wrong answers: situation, vision, directions) are** met in a way that will also enable the needs of future generations to be met.	 **Solution:**

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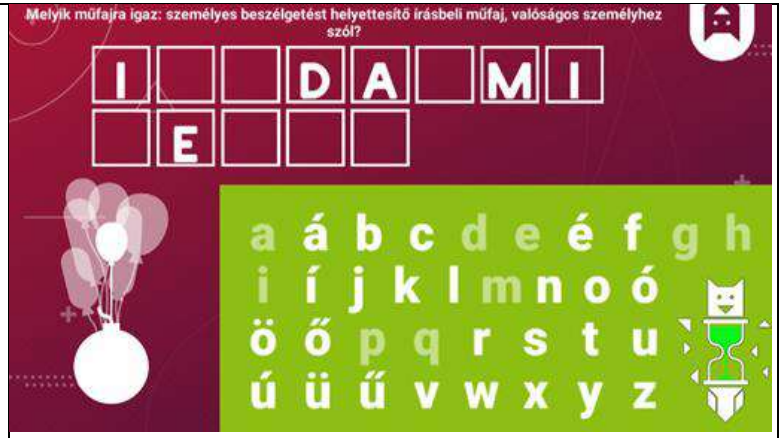
The use of Á is prohibited

About 2 -4 words per fixed line, max 20 characters per line Responses: 3-4-5 words, max 30 characters per paragraph	***Example*** *Task:* Pair the properties of the Idea Fair! Guided group brainstorming - facilitated by a moderator Nominal group technique - everyone writes their ideas on sticky notes Group leader technique - pass the ideas you have written down around to each other	

Hangman

6-8 word interrogative or declarative sentence Number of balloons: maximum number of possible answers.	***Example*** *Question or statement:* which is the largest planet in our solar system? *Answer by* Jupiter	

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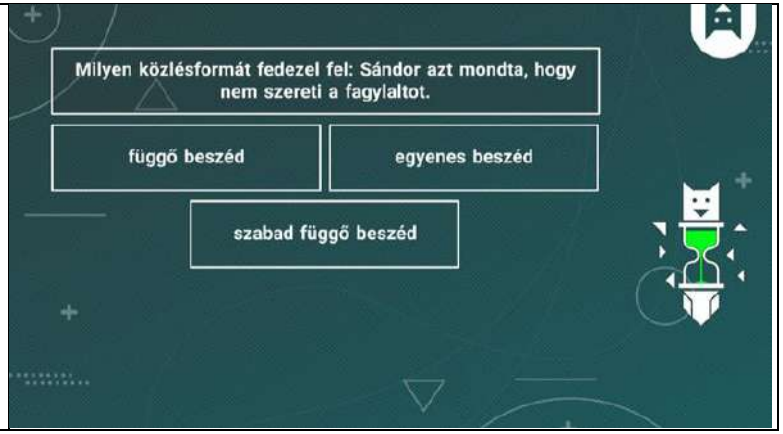
Counting game

Only questions with a short answer (number or word) Task text: max 128 characters Answer: max 10 characters for readability (if the answer is two words in length, it will be displayed in new lines with line breaks)	***Example*** *Q1:* How many elements are there in the modern marketing mix? *Answer 1 correct: 7* *Answer 1 incorrect: 4,5,9*	

Ask me - I answer

Task text: max 100 characters Length of answers: max 50 characters per answer Total maximum 8 answers, 3 correct answers, 3 incorrect answers up to • You can refer to the number of correct answers. It should be	***Example*** *Q:* What is brainstorming/what is it? *Good Answers:* brainstorming, Short term, Intuitive *Wrong answers:* forced, restrictive	

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indicated or included in the question.		

Boom

Max. 12 characters for the answer • up to 4 correct answers • select how many seconds the answer should remain on the screen	***Example*** *Q:* What are the primary sources of market research? *Correct answers:*Customers, Competitors, Other businesses, Experts *Incorrect answers:*Internet, Newspaper, Statistics, Reports Hold answer for 3 seconds	

Clusters

Task instructions: can be long text, max 128 characters for readability Set names: can be long text, but max 25 characters for readability Answers: can be long text, but for readability max 20 characters	***Example*** *Q:* Where does it belong? *Kuruks:* Count Miklós Bercsényi, Baron István Petrőczy, Ádám Vay *Labels*: count János Pálffy, Siegbert Heister	

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