

After failed attempts to gain the information I needed from my target audience (7-8th graders), I decided to focus on parents and teachers. I asked each person interviewed if it would be a game that they would introduce to their kids or students. I was shocked to see how many people requested more information! So, after receiving constructive criticism I decided to add more information about each of the Greek Gods. I included the source of the information to avoid any type of theft.

I was able to meet back up with one of the individuals (whose critique was the harshest) and asked them to retry the new and improved game. They replied, "It's a type of game that would be great for students to use to study." This wasn't the intended purpose of the game, but I do like the idea. I can see where a game such as this could possibly become like Trivial Pursuit; only with information to help students grasp the content.

I definitely took the critiques into consideration, and hope that I can meet up with the rest of the teachers and parents to get more information about the improved game. This assignment has sparked an interest within my field and I am currently looking into exploring the idea of a website with games that relate to content taught in Elementary, Middle, and High school.

Thank you,

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