

Real Life Role-Playing Game for Children

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The goal of application in this idea is to motivate our dearest, our children. Motivate them through their own actions, to open their eyes, to let them see values of their actions and to get them the feeling they are taught by themselves. The main goal is to liven up their life and gain the self-confidence in natural way. To achieve this goal is to let them play role-playing game where the hero is child itself. However, the game does not take place in virtual world but in real life.

The application, in form of mobile application, will gather information about child's actions. Child will be represented by virtual character in the game. When child is given some task to do by parent, teacher or other relative in real life, this task is transformed into quest for virtual character. The only way how to complete this quest is to accomplish particular given task in real life by child itself. When the task is accomplished, quest's originator (parent, teacher and others are represented by virtual characters as well) evaluates completion of given task and so then the quest in the virtual game might be completed. After the completion of the quest child, or its virtual character, might be rewarded.

Naturally, child should learn some new information, new knowledge, to get the given quest completed. Rewards, both in real and virtual form, and evolution of virtual character should form source of motivation for child.

