Development of an Online Educational Game:

"DemiGod"

A Research Proposal

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Abstract

Computers are widely used around the globe. They are known for their useful purposes such as creation, automation and progression of business, governmental and military activities. The use of these high tech gadgets is not only limited to routine activities and business processes but to learning and entertainment as well.

Edutainment, a mixture of both English words 'educational' and 'entertainment' is computer software designed to educate and amuse at the same time.

By creating an online game, the proponents were able to integrate the principles of edutainment in their study *Development of an Online Educational Game: "DemiGod."* The proponents designed an online game that would review and prepare incoming college students for their college entrance examination.

The game is a mixture of three existing games – Bookworm Adventures, Ready Text Go and Sky Burger. Using these games, the proponents developed something similar, but different in terms of subject concerns and question types. DemiGod is an adventure type quiz game with a touch of role playing where gamers have to answer questions rightfully to be able to solve and finish the game.

Since this is an online game, the game proper is uploaded into a website that the proponents designed and developed. It allows the gamer to register and log in into their online account, play the game everywhere, compare scores to other users, and most especially, save and retrieve their game progress.

The users could be viewed and listed according to performance. The progress they have accumulated is saved in a database, thus making it easier to recognize those passionate gamers who have the highest scores. The proponents aim that through this, there would be an added thrill that the gamers will be coming back often to beat the high scores.

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