

Final StarLogo Project

The Final project for the class can either be a paper and presentation on a "complete" StarLogo simulation/game or it can be a bit of educational research on your board game or a simpler StarLogo simulation/game. For the latter option, see the other final project.

For the StarLogo option, you should develop the simulation that you proposed in your white paper, narrowing down the feature set to what is feasible and useful. You are welcome to get help on the simulation from your classmates and professor. You should develop the simulation to the point that it is useful for someone else to use for learning. As we have discussed in class, the simulation need not stand on its own, it can be supported by a facilitator and extra materials (which should be provided along with the simulation as a part of the written part of the project).

Some criteria for evaluating your simulation include for testing and for final grading:

- *Ease of use* - can a user figure out how to use the simulation
- *Choice of learning goals* - does the design include appropriate learning goals
- *Achievement of learning goals*- does the simulation fit the stated learning goals
- *Engagement* - is the simulation engaging for the user
- *Input* - are there appropriate ways for the user to provide input into the simulation (e.g. sliders, mouse actions, paint tools, etc.) and sufficient quantity (not too much or too little) of these inputs
- *Output* - does the simulation represent things in a useful way to the user (e.g. graphs, scores, changes in the turtles' behaviors)
- *Aesthetics* - is it well organized and "nice to look at"

In addition to the simulation or game itself, and the written component, a presentation about your project is required. The presentation should include a description of your project including information on how it works, the assumptions that you made, what the underlying model is, and some background information. The other part should include some brief analysis of your simulation or game including how someone would use it and possible results/scenarios as well as what and how someone would learn from the program.

Written Component - Simulation or game itself + Description of what it is and how it works + Some "User Testing" that provides some informal feedback on the simulation/game + Supporting documentation and materials.

Oral Component - Presentation of game/simulation addressing questions above.