

Title

Authors name, affiliation and email

Information about the context

Metropolia UAS – Espoo, Finland

Educational level and number of students: 3rd, 105 students

Topic: Games

Subject domain(s): Game development, object oriented programming, English communications, web technologies, project/team work, vectors, mechanics

Duration: 8 weeks, 15 ECTS credits

The object: Design and implement a text adventure game

Why we choose to adopt TLA:

- 1) to decrease drop out rate
- 2) to introduce professional methods and tools for application development

How were the Design Principles applied (shortly):

<i>Design principles</i>	<i>Implementation in the case</i>
DP1: Organizing activities around shared objects	
DP2: Supporting integration between personal and collective agency and work	
DP3: Emphasizing development and creativity through knowledge transformations and reflection	
DP4: Fostering long-term processes of knowledge advancement	
DP5: Promoting cross-fertilization of knowledge practices and artifacts across communities	
DP6: Providing flexible tools for developing artifacts and practices	

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Main challenges/constrains/problems
(keywords)

Further developments (if any)
(keywords)