



Fig. 5: Storyboard Map Main Quest Line 3 in Act 3

5. Summary & Outlook

Traditional educational concepts relegate playing to the leisure time of students. A look insight the field of game studies and learning theory shows that effective learning is firmly connected to playing. In this paper we tried to connect the different characteristics of storytelling, learning and gaming approaches. The *Legend of Zyren* is a visual text adventure composed of exercises and static graphic features set in a narrative framework, which aims to teach information literacy with the help of game mechanics. The use of game mechanics in educational environments provides the opportunity to make learning more interesting, to arouse curiosity and thus to successfully provide essential knowledge.

For planning and final realization of such a project it is essential to represent the didactic design explicitly. Working with storyboards is an appropriate method in this context: they generate a plan of action, provide an overview of the information and can be used as a game-based story (board) map.

Unfortunately, not all implemented game mechanics and storyboard features are described here but we gave an insight on how game-enhanced learning can be implemented in combination with story-

boarding in the context of a university course.

The course "game-based knowledge representation" will take place in the upcoming months. Extensive evaluation will be carried out subsequently.

6. References

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