

Collaboration is key!

A multiplayer online education game in the Museum environment

Collaboration is a key issue in creating a climate for learning and invention using new technologies. The Cleveland Institute of Art, the only five year professional art school in the U.S., has created the Professional Partnership Program (PPP) which allows us to stimulate the right challenge in academic settings, as well as creating revenue. One of the most satisfying results of the PPP has been an exciting collaboration between students and partners in the fields of gaming and simulations.

In order to educate students for future challenges and complex tasks, education is moving beyond the traditional classroom setting. Educational games and simulations, like Dig-In, can be used in innovative ways to help students acquire a different kind of knowledge. In this forum we will illustrate how collaborations between profit / nonprofit and educational organizations can successfully impact how students learn about Egyptian Art.

We will demonstrate the process of conception, preproduction, production and postproduction of the Game created in such a collaborative effort. We will also give you an overview of the technology used in this production. We will discuss the challenges within such a setting.

Jurgen Faust.

Prof. Chair of Technology and Integrated Media Environment, Cleveland Institute of Art

Len Steinbach

Chief Information Officer
The Cleveland Museum of Art
Information Technology

Holly Witchey
New Media Initiatives Cleveland Museum of Art

Matthew Neff,
Anthony Solary,
Students graduated from the Cleveland Institute of Art in T.I.M.E. Technology and Integrated Media Environment.

“Dig In” Description per American Association of MuseumsOutcomesBy playing the Dig In educational

game, students will learn about ancient Egyptian civilization, their daily life, and their burial practices. Students will learn some basic facts about archaeological digs and the processes involved in archaeology, but the focus of the game is to get students interested and excited about museum objects by uncovering the objects themselves within the game. As students are introduced to the artifacts and learn about the objects and the culture that created them, they will become more aware of the Cleveland Museum of Art’s collection, and will gain an even greater interest in what the Cleveland Museum of Art has to offer.

Audience

Geared towards late elementary and early secondary schools as a learning tool, Dig In is designed for use by school groups ranging from third to eighth grade. Ideally the experience will be mediated by the teacher as a participant. However, the game will also be structured to function independently of the teacher-mediated experience, in cases where the teacher would like to help the students in the classroom rather than in the game, or in cases where there is not a sufficient number of computers for the teacher to participate.

Focus

The focus of the game is an exploration of life, culture, and religious practices in Ancient Egypt as revealed by objects from the permanent collection of Egyptian Art at the Cleveland Museum of Art. The major points that will be covered in the game are ancient Egyptian civilization, burial practices, daily life, hieroglyphics, the afterlife, women, scribes, pharaohs, and animals of ancient Egypt.

Relevance

Dig In exclusively uses objects and artifacts found in the Cleveland Museum of Art, creating interest in their personal collection. This game will be a great addition to the current learning tools that are found on the Cleveland Museum of Art website. This project brings the learning tool directly into the classroom, tailoring the game towards a lesson plan and school schedule. Dig In goes beyond the current standard of learning tools in the field, making the most of available.

Contact information:

Jurgen Faust,
Phone: 216 421 7938
jfaust@gate.cia.edu