

# Charter (Frontier Games)

## Problem Statement

### *Identify the problem or need you are wanting to resolve with the development of your product*

In the current social studies classroom, the most common way of teaching is giving lectures during class time, and then assigning chapters to read from a book at home. The information in the book is extremely important, yet most students struggle to feel motivated to read at home. What happens is students simply don't read the book, or if they do, they do not successfully retain the information. Our product solves this. We are creating a downloadable history simulation game to immerse students in the various cultures, teach about long-term effects, important people and events, and other important key concepts in the history subjects. Each level pertains to a different part of K12 history curriculum such as US History and World History. Inside each level would be different interactive events and quests that can be accessed at your own pace. The student will be complete immersed in the era and be put into the perspective of the people during that era. Our target customer is K12 social studies teachers and their students. For example, instead of telling students to go home and read a chapter about the revolutionary war, teachers can tell them to go home and play the "Revolutionary War" event in the game. It would not only teach them the same information the book would, but would do it much more effectively in a fun, memorable way that would motivate students to study more. Our game could successfully improve test scores, student motivation, and transform the classroom as we know it.

## Goal Statement

### *Identify the goals and objectives of this project*

Our objective is to improve the modern classroom by providing an alternative method of teaching that effectively increases student motivation, the percentage of information retained, and understanding of the concepts.

### Project Team

| Role            | Name |
|-----------------|------|
| Project manager |      |
| Asset manager   |      |
| Programmer      |      |
| QA Tester       |      |

## Project Scope

### **In Scope:**

*One functioning level with one full event featuring the colonization of the 13 colonies. One mini quiz at the end of the level to determine students mastery level.*

### **Out of Scope:**

*At least 2 functional levels of US History and World History with several events inside each level and more than one mini quiz.*

## Business Case / Financial Impact

### **Project Impact:**

#### **Market Importance**

#### **Financial Impact**

#### **Leverage-ability**

#### **Customer Satisfaction**

### **Define Impact:**

This product is intended for K12 teachers teaching all levels of social studies such as US History and World History anywhere in the nation. It will start out locally but can eventually be expanded to teachers nationwide.

Our product will cost \$2.50 per student and each student receives a code to download the game from our website a maximum of 2 times.

Our product can be implemented into the PCSB school system, AP College Board, and many other school systems across the nation.

Our product both engages and motivates students to learn and helps them retain information by combining an enjoyable game environment and important concepts and facts that they need to know.