Overview

The sponsor for this project brought to the team the issue of teaching interaction effects to students. The sponsor found that students often have difficulty understanding the concept of interaction effects in the course IE 453. Interaction effects can be best described when discussing experiment design. It is the significant or insignificant effect that two seemingly independent factors have on a third and final factor.

Objectives

The objective of this project was to first create a game that best describes interaction effects. Additionally, it was important to make this game relatable to the user, in this case, college students.

Approach

- Formulate game concepts
- Research Interaction Effects through sponsor and advisor
- Understand where difficulties arise for students trying to learn this concept
- Learn the capabilities of Visual Basic
- Create game prototype
- Testing with sponsor
- Finalize product
- Present final game to sponsor

Outcomes

After successful completion of the project the team expects that the sponsor could use the game to assist students in their learning. The game will be passed off to the sponsor to be utilized at their discretion in future semesters. After testing the game with several students and the sponsor, it is believed that the game successfully achieves the objective as stated. The sponsor plans to utilize the game to test students’ abilities as they approach the topic in the course.