Sketch and Learn
A sketch-based game to study images
Rajinder Wasson, David Mould, Robert Biddle

Difficulty in Studying Images
• Studying images takes time
• Must know important details and facts about each image
• People don’t want to spend the time as they get bored or distracted

How to use technology to get users to spend more time learning about images?

Games as Motivation
• Repetitive simple tasks
• Keep players focused for long periods of time
• Addictive and competitive
• Able to teach skills

Sketching - Memory Aid
• Sketching helps to remember images and significant features
• Target key areas of the image
• Helps to remember facts

Our game mechanics will get users to spend time learning about images and facts

Interface and Mechanics for Learning Images

Prospecting
• Players search for important areas
• Click to find glyphs in image

Glyphs
• Hidden embedded symbols
• Associated details and facts about the image
• Many to find in the image

Sketching
• Sketch glyphs to unlock information
• Focus and precision challenges the player

Further information
Please contact rwasson@connect.carleton.ca. More information on this and related projects from the GIGL website http://gigl.scs.carleton.ca/

Experiment:
Game vs Textbook
• 25 Participants (11 art history students and 14 non-art history)
• 5 Game images and 5 textbook-style images
• Participants were shown 3 images at end and asked to describe details from memory

Time spent
Participants spent far more time on game-style images compared to the traditional textbook-style images.

Facts and details recalled
Participants also remembered more of the important information that was associated with the glyphs in the game-style images.

Eye tracker hotspot map
Participants gazed at more areas, including the corners, the feet, and a larger area around the faces and figures.