

GREETINGS

We are team Skylight, a name chosen to reflect the idea of shining new light upon traditional academic subjects for children. The Elizabeth Forward School District has assigned us the challenge of creating specialized educational games that instructors can scale to suit grades 2 through 8 as appropriate. Specifically, we must create games that will help teach children topics in math, vocabulary, and music in fun and engaging ways using the innovative SMALLab platform.

OUR CLIENT

The mission of the Elizabeth Forward School District is to establish a collaborative working relationship with its families and communities to create learning environments for all students that nurture the academic, social and emotional skills of each student through high expectations of excellence that produce life-long learners, world ready leaders and citizens who are prepared to meet the ever-changing challenges of a global society.

SMALLab PLATFORM

SMALLab, the Situated Multimedia Arts Learning Lab, is an embodied learning environment. Motion-capture technology tracks students' 3D movements as they learn in



immersive, interactive space. For example, as students are learning about a physics concept like velocity, they can hear the sound of their actions getting faster. They can see graphs and equations that represent their motions in real time. They can feel the weight of an object in their hand as they interact in real physical space.

We will be using this platform to create multiplayer interactive learning experiences that further support the learning objectives that the Elizabeth Forward School District has set for its students. The platform allows up to three students to act as direct controllers of an interactive system as their instructor teaches them the applicable topics.

OUR TEAM

We are a team of graduate students currently pursuing our masters degrees at Carnegie Mellon University's Entertainment Technology Center. Let's introduce ourselves:

Etaba Assigana - Composer, Sound Designer
Hwang Youn Kim - 3D Artist
Robin Li - Programmer, Producer
Prajwal Manjunath - Programmer
Judy Zhu - 2D Artist

We all have diverse interests in games and animation, as well as varying backgrounds of education with from which we can offer our expertise. Please be sure to see our full profiles on our team website at www.etc.cmu.edu/projects/skylight. There you will also find links to our individual portfolios which contain information about our past projects and educational backgrounds. Thank you for joining us on our journey this semester!

We are all very excited to have the opportunity to contribute to such an important cause and discover new, innovative ways of childhood education. The interactive nature of games and virtual worlds being used to change passive learning into active learning is a field of discovery that has only just begun to be investigated. We face a stimulating challenge of trying to aid in the positive transformation of players while maintaining the fun and allure that makes virtual worlds so enthralling for us as gamers and game designers. We look forward to the enjoyment of the eventual players of our project; and we will put forth our best effort to make this a great experience for all!