



# PHIL 4451 Critical Thinking

### **Text Adventure Game**

At Digital Learning, we're constantly exploring new ways to make University of New Haven courses more engaging and enjoyable, setting our programs apart through cuttingedge technology and gamification.

When collaborating with Professor Douglas Ficek on his critical thinking course, we faced the challenge of helping students understand and differentiate between cognitive biases. We knew that hands-on practice was essential for mastery, and what better way to achieve this than through an interactive game?

We dove into the project and chose Twine, a text game engine, to craft an immersive and unforgettable learning experience for our students.

#### The Idea:

Cognitive biases can be difficult to fully understand through reading alone, so we embraced a constructivist approach to deepen students' engagement with the material. Rather than simply identifying biases in examples, we asked ourselves: what if students could gain authentic firsthand experience with them?

The Digital Learning team brings together professionals with diverse skill sets, including a strong expertise in gamification and game development. When we proposed the idea of a text adventure to Professor Doug Ficek, he was immediately on board, recalling his fondness for classic text adventure games on computers like the Commodore 64.

Over the course of several weeks, we engaged in an iterative collaboration, exchanging ideas and refining the concept. Doug's subject matter expertise, along with the course textbook, played a critical role in shaping the development process.



## The Outcome:

The text adventure became a highlight of the early part of the course, laying a strong foundation for students in Critical Thinking as they prepared to engage with the rest of the content. Following the game, we implemented a quiz, and students performed exceptionally well. You can play the game through the link on our Digital Learning website!

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An intrigued customer is browsing a suspicious potion seller's wares, entranced by a particular bottle: a Youth Flivir

Vendor: "This magical elixir is the key to eternal youth! One drink, and you'll find yourself feeling ten years younger. And it will only cost ye ten gold pieces. Countless customers swear by its powerful effects!"

Customer: "Ten gold pieces? I do want it, but that is a hefty price. I'm not sure... Have ye any evidence to support this claim?"

Vendor: "Well uh... You see, no fanciful science could capture the true extent of its powers. But look at all these satisfied customers!"

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# Conclusion

At Digital Learning, we're passionate about discovering new ways to leverage technology for your courses. By partnering with us, you can uncover innovative solutions that boost student engagement.