Future Quest and E-Study Quest

Presenters:

Ms Katy Scott, Digital Learning Coordinator, AHEAD, UniReady

Abstract:

Future Quest and E-Study Quest are two interactive online games which were launched in February 2016. They’re targeted at prospective students and are part of the Curtin AHEAD program, which aims to inspire participation in higher education among people under-represented at university. The games are designed to break down barriers by presenting university and career-related information and resources in a gamified environment.

Future Quest explores different career directions and gives players an insight into options for the future, while E-Study Quest arms players with information about life as an online university student in a fun and engaging way. They are set on a virtual community map featuring local businesses and services, where players must use the in-game resources to complete challenges, interact with other characters, unlock mini-games and gain links to real-life information. The games are free to play and can be accessed via a web browser or downloaded as an app for smartphones and tablets.

As they were launched so recently I don’t have information about the impact so far on the student learning experience, but in May I’ll be happy to share any data we have.