



HUMAN DIGESTIVE SYSTEM 3D GAME DEVELOPMENT BODYXPLORE

DEVELOPED BY
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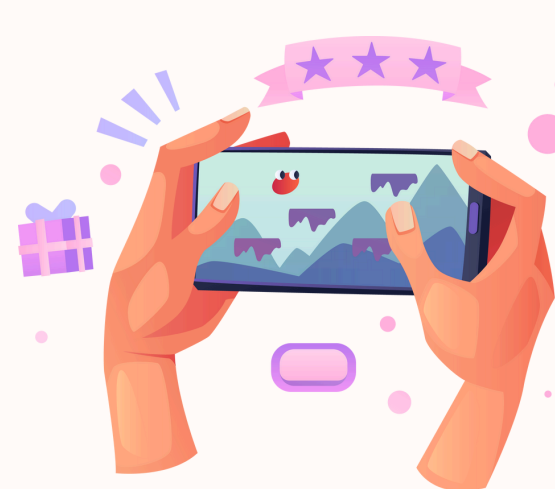
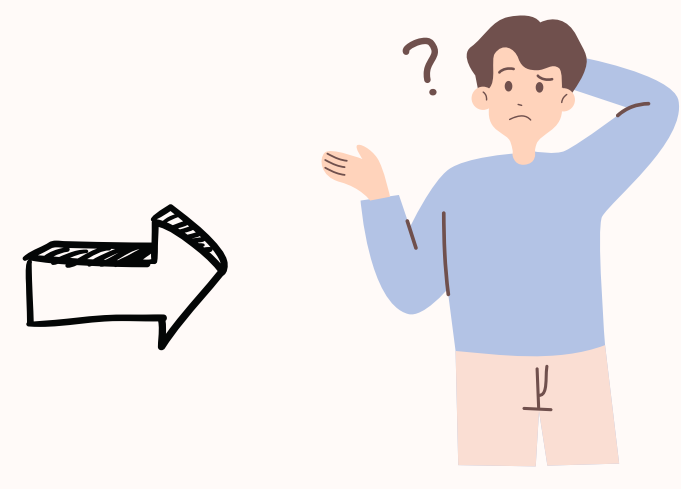
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INTRODUCTION



Learning without visualising,
forget quickly.



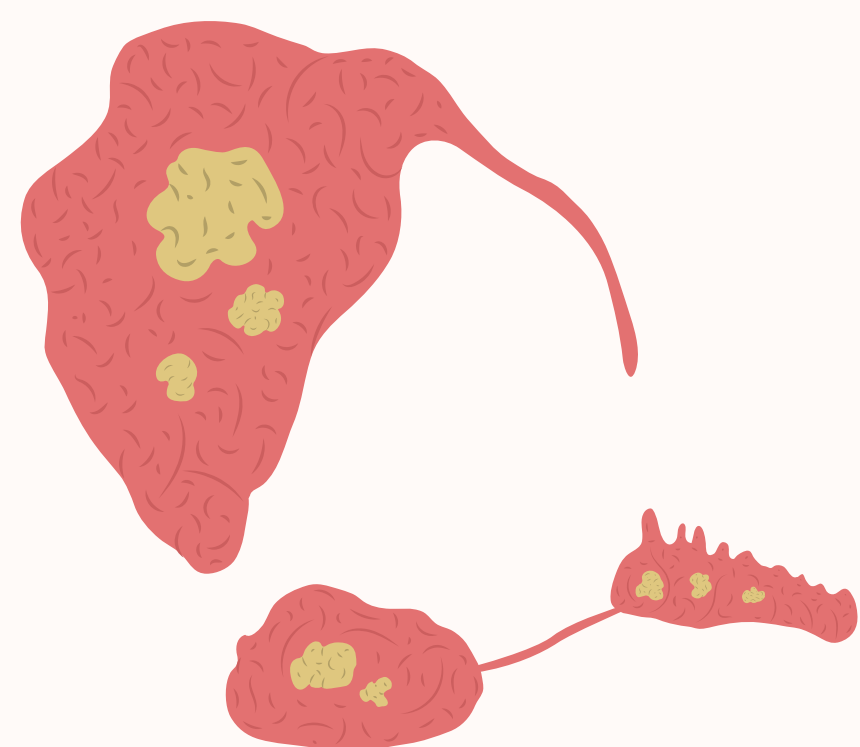
3D games visualise
virtual images.



CHAPTER



Arranging the teeth



Enzyme secretion

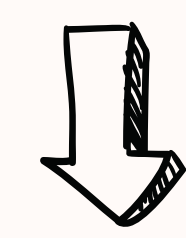


Iodine test

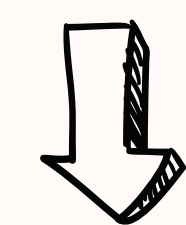
FRAMEWORK



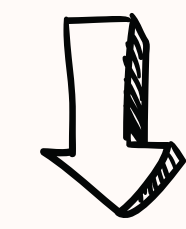
Design story outline, menu structure
and storyboard



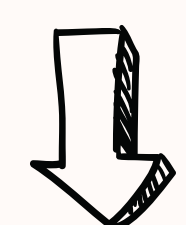
Design characters and maps



Compare the learning achievement
between traditional learning and
learning through gameplay



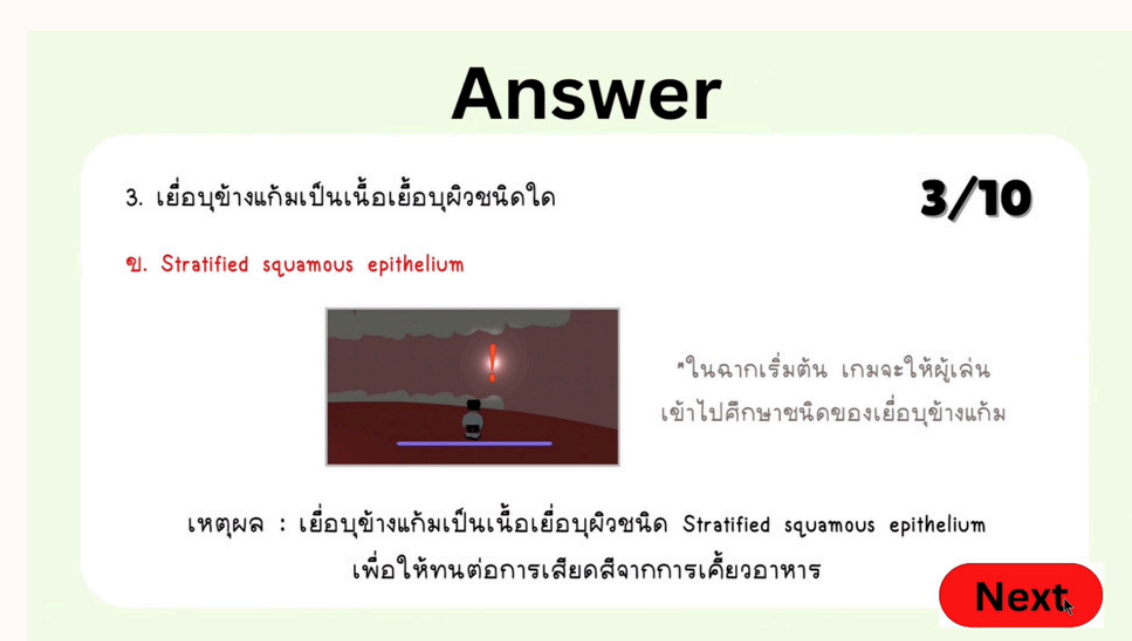
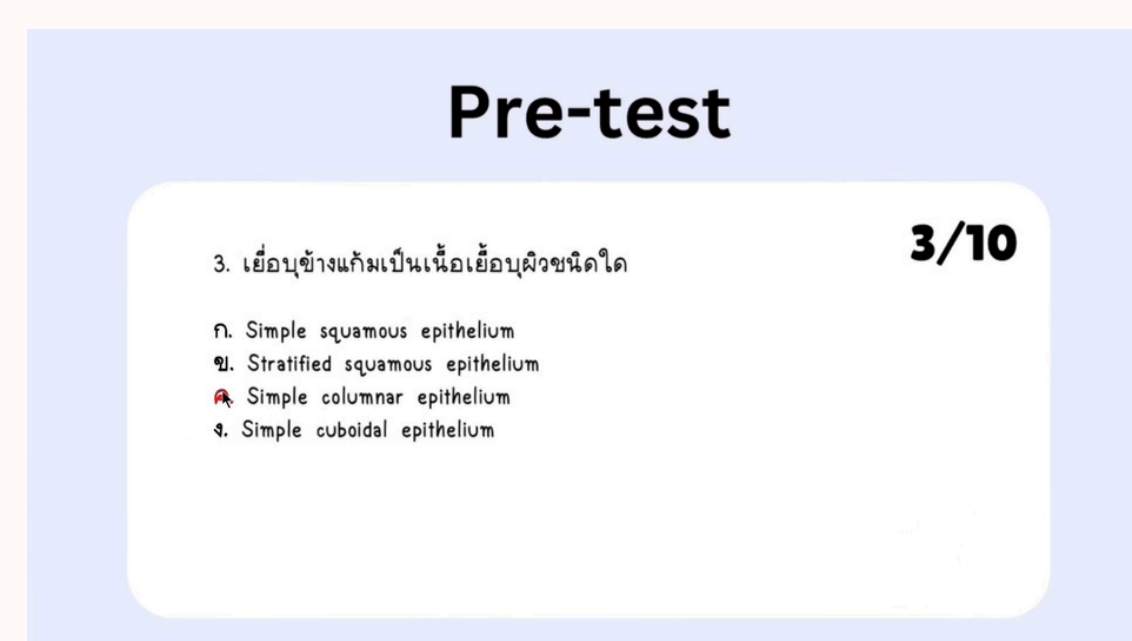
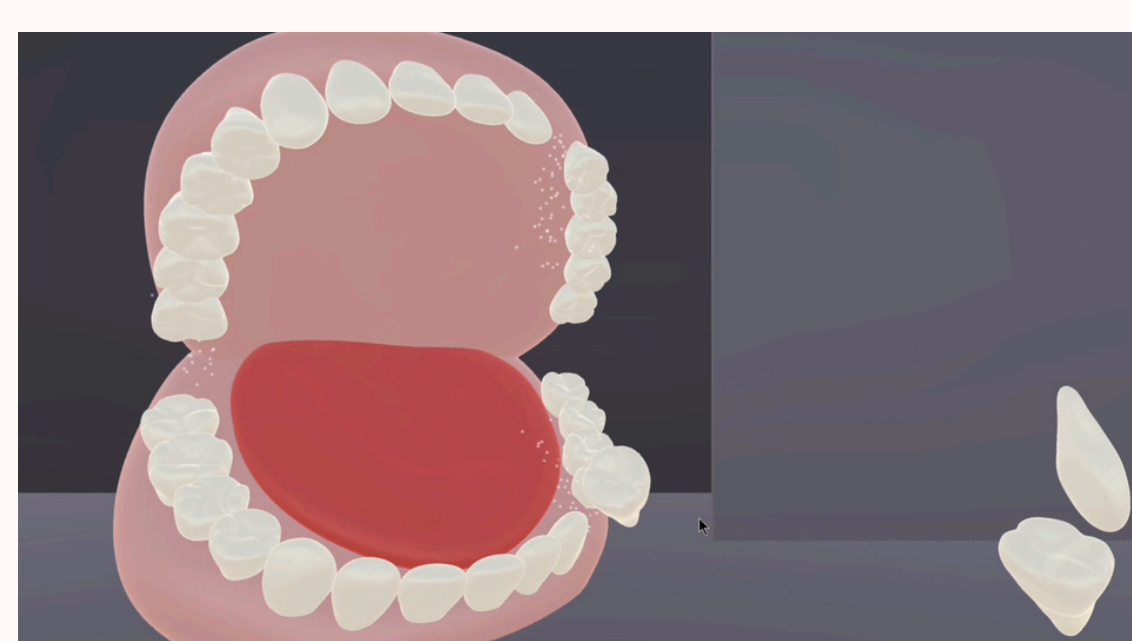
Design a satisfaction survey



Analyse data

FINDING

Game UI



INTERPRETATION AND CONCLUSION

Players were satisfied with the game's content,
functionality, and its educational benefits on the
digestive system.

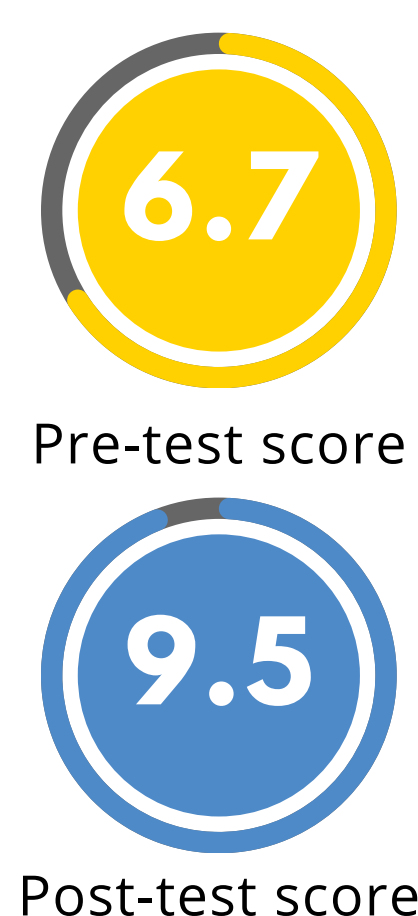
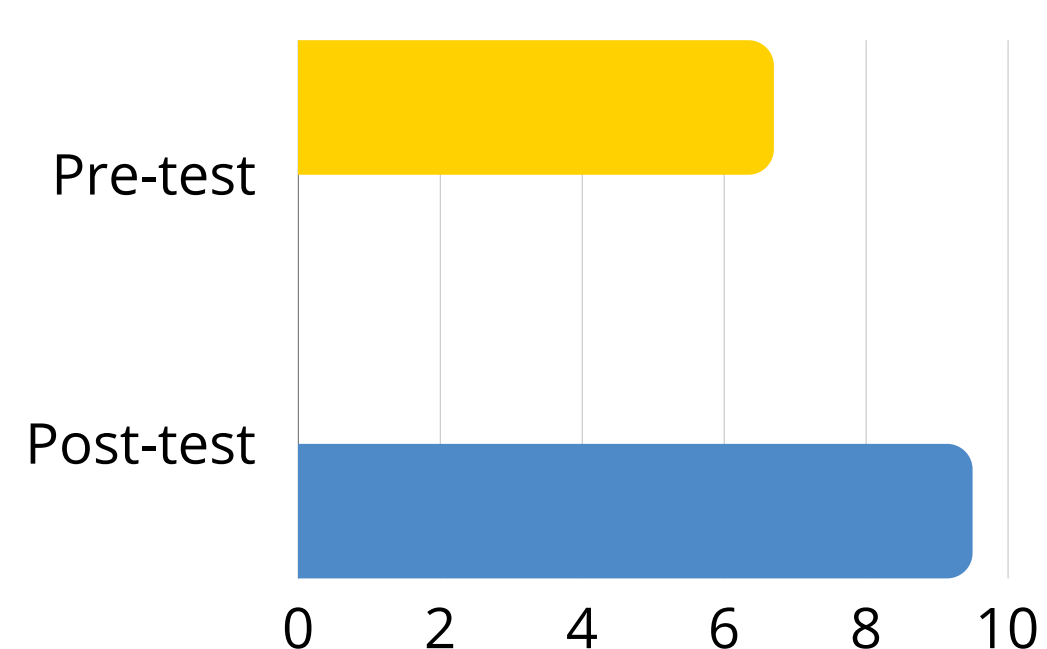
It showed significant learning improvement, with
average scores rising from 6.7 to 9.5 points.

This demonstrates BodyXplore's effectiveness as
an educational tool.

REFERENCE

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The table shows the score of the
average pre-test and post-test score



The table shows the player satisfaction

