

# Mythgamon

## Test of Educational Efficacy #1

*revised 2016 May 29*

The goal of this test plan is to gather evidence and measure the educational efficacy of a new educational software resource, an interactive browser-based module produced by Mythgamon.

The module used for this test is “Jane’s Unbelievable Summer” version 1. It is defined later in this document.

The target demographic for students are English-speaking American girls age 11, from working class households, as of summer 2016.

1. find a person who matches target demographic (+/- 1 year in age); they will serve as a representative student
2. they do the Before survey
3. then use the module
4. then do the After survey
5. does the difference between the Before and After responses suggest that a positive educational impact has happened? (did the student learn? are they better off going forward, in terms of making wise and healthy decisions in realistic life situations?)
6. retest (redo steps 2 to 5 for) this student the next day, then again in 3 days, in 1 week, in 4 weeks, in 3 months, in 6 months, in 1 year, in 2 years, 5 years, 10 years, 20 years (for 12 sessions total over time, with the same student)
7. compare and analyze the results of each retest with the prior test’s results, and decide whether the results suggest whether long-term uptake has happened, whether decay has happened, whether the repeated re-exposure and re-experience with the module has itself caused or contributed to a positive (and especially, an increasing, accumulating or accelerating) educational impact (eg. spaced repetition based learning techniques)
8. if results do not look positive, adjust the module and re-perform the test with the same student using the newly revised module
9. do the test with more persons who match the demographic

### The Before Survey

1. you are in situation foo. what do you do? pick from these choices

### The After Survey

1. (this item is same as Before’s #1)
2. did you learn something?

### Module Definition for “Jane’s Unbelievable Summer”

The lessons taught by this module:

1. make plans to do something new and different and your summer will be more exciting, fun, rejuvenating, inspiring and memorable
2. if you don't exercise enough and eat right you'll end up fat, with lower energy, more sick, more injury prone, with lower self esteem and a worse love life
3. don't spend (too much of) your money on stupid things (unnecessary / consumable / disposable) or you won't have it for smarter things (necessary / durable / assets)
4. don't be a gossip or it can cause friends and family to get hurt and make yourself look bad
5. sleep enough

how will the above lessons be taught to the student during their interaction with the module?

these numbers match the lesson numbers above:

1. ?
2. ?
3. you start the summer with \$1000 to spend. various opportunities will arise during your play experience to spend money on various things, some smarter, some stupider, when you run out you're out, unless you choose to earn more money doing gigs/jobs/chores during the summer to re-boost your cash supply; but if you run out you'll be faced with situations where it would be nice to pay for X (some desired or needed thing) but you can't because not enough cash left
4. ?
5. ?

Some "good" outcome elements for the protag (the student's character/persona/first-person-protagonist within the module play experience):

1. protag has built a cool 2000 piece jigsaw puzzle that they are proud of
2. ?

Some "bad" outcome elements:

1. fat
2. depressed
3. injured
4. broke
5. lost friends
6. no new friends
7. bored
8. ?