

**VeggiMatchi App Project**

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**Theoretical foundation of our work and conceptual framework**

**Game-based learning**

Rohrer Van Eck, in his article: "Digital Game-Based Learning: It's Not Just the Digital Natives Who Are Restless" (2015):

- Playing is very primary and initial act in all human cultures and for many animal species. For example, as Van Eck says: "Children do not learn to hunt through direct instruction but through *roleplaying and play*"
- Games = "instructional strategy"
- Constant cycle of speculations, testing, examining, and revision
- This cycle repeats constantly while the game is played, with immediate feedback.

That is even more correct when it applies to digital games

**Description of game**

**VeggiMatchi**

**Main goal in game:** "feeding" virtual pet according to its nutritional needs with collecting virtual fruits, vegetables and legumes

**Introduction**

The VeggiMatchi project has started in Autumn 2016 as an idea for a project to answer the common problem among the young population. The **unhealthy eating habits** and weak knowledge about fruits and vegetables.

To join the efforts for educational strategies to help solving this problem, the idea of developing a smartphone application was brought out to combine digitalization and gamification, to provide **edutainment** – the form of education, that will meet children's expectations

**Motives and inspiration for the project**

Augmented reality + GPS

**Description of game**

**VeggiMatchi**

- Low levels' alerts  
-> searching for products  
-> collecting good sources - only fruits and vegetables
- HOW?  
current prototype version: exploring nearest area on map using GPS  
future aim: connection of GPS and augmented reality
- Extra value of game: hints about storing and preparing, alerts followed by info about vitamins and minerals and risks of their insufficient consumption
- Target group: 9-11, schools

**Theoretical foundation of our work and conceptual framework**

METHODS USED IN OUR GAME

RESULTS

INDEPENDENT VARIABLES

DEPENDENT VARIABLE

INNOVATION

LEARNING BY FUN

ACTIVE LEARNING

HIGHER STUDENT ENGAGEMENT

**VeggiMatchi as the element of a food literacy training**

Our game:

- "Limits of the capacity of knowledge that can be delivered in a game for fun."
- "Focused on the following aspects of **food literacy**."

**Knowledge:**

- names and appearance of fruits and vegetables
- their nutrients content
- health effect of insufficient consumption of nutrients
- preparation

**Understanding** that there is a direct influence between food choice and health

**Description of game**

Types of hints attached to products

- Easy ideas of **healthy recipes/snacks**
- Info about health aspect of eating products **raw/only steamed or shortly cooked**
- Suggestions of choosing **fresh, not canned** vegetables
- Info about cooking products like eg. broccoli or brussels sprouts uncooked, to **let antinutritive substances evaporate**

Types of alerts for nutrients

- Info about **role of nutrient**, effects of **insufficient** consumption
- Info about connecting **fat-soluble vitamins** with **healthy oils**, good and bad **connections of nutrients** and sensitivity for **heat and air**

**Effects of design of the VeggiMatchi game**

**Design of the user experience test with feasibility test elements**

**Aim:** to check acceptance of the game among target group and if it fulfills its role: is fun and provides knowledge

**Who:** 5 friends, children at age 10-11, students of international school

**How?**

1. Non-moderated exposition to game; observations of children playing together ~1h
2. Questionnaire after exposition

**How to try?**

1. Turn on **GPS location** and **internet** in your smartphone/tablet
2. If you use **Apple device:** settings-> privacy (with hand symbol) -> location services -> turn on -> scroll down to safari -> choose "while using"
3. open [www.veggimatchi.com](http://www.veggimatchi.com) in web browser
4. create new account

**Vitamins and minerals chosen for game & the example of the alert**

**Results of the user experience test with feasibility test elements**

- game was exciting for children and called "better than pokemon"
- it was encouraging them to physical activity
- children were immediately learning what nutrients can be found in which products
- playing game encouraged them to communication, helping each other --> they never needed to use tutorial
- they had many propositions of new options in game

**Contact us!**

Are you interested in **cooperation**, to help us with further **development and implementation** of the VeggiMatchi app as an educational tool for children?

Contact **Ada Zawadzka:**  
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**Some of products chosen for game & the example of the hint**

**Results of the user experience test with feasibility test elements**

After participating in test, children draw their own propositions of pet appearance

**THANK YOU**