Developers share their thoughts on the making of Adventure Kingdom, PWI's brand new theme park feature! We sat down with our developers to get some insights on the making of Adventure Kingdom. Let's see what they had to say!

1. What made you decide to create a theme park in Perfect World?

We hope that in our game, we can

The Key to Adventure Game Design: Insight and Sense-making

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Abstract:

This paper aims at understanding how adventure games can support educational goals by understanding the foundations of their design, and what inherent properties lend themselves to specific types of learning. The potential of adventure games as educational tools has been repeatedly discussed from the standpoint of education (Carroll, 1982; Cavallari, Hedberg & Harper, 1992; Ju & Wagner, 1997; Amory, Naicker Vincent & Adams, 1999; Moser, 2002; Dickey, 2006), usually focusing on the narrative framing that adventure games provide (Dickey, 2006), but not on their specific design conventions. Understanding adventure games entails understanding how their design helps the player learn. There are two key aspects of adventure games that are discussed here, derived from the puzzle-driven nature of adventure games: domain knowledge and insight. The domain specifies the knowledge that the player must have in order to solve the puzzles in the game, whereas insight takes place when the player figures out the solution to the puzzle. This paper analyzes how game design can set up the domain, what are the aspects of the game that facilitate insight and, more importantly, how these design properties of adventure games can be harnessed to develop educational games.

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provide not only the joy and sense of achievement for friends, teams, and large groups of players to cooperate and compete, but also more casual gaming experience for our players to enjoy beside the quests and story. Thus, we came up with the idea of a theme park. At the beginning, our theme park was a place of casual enjoyment and entertainment, full of all sorts of rides and facilities.