

CGT Capstone Project

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Semester and Year: Fall 2019

Each project must have a sponsor and an advisor. The **sponsor** is the person that proposes the project and has the overall project vision and idea. The **advisor** is the person that provides operational support and guidance to the project, as well as potentially technical expertise. Each role could be a CGT faculty member or an industry representative; however, each project must have CGT faculty and industry (external) participation and engagement.

Project Title: **The Game of "REAL" Life**

Anticipated problem to solve (in general): **We know that early career exploration is successful tool in motivating Middle School students to succeed academically. It helps them to make a plan. Several schools do not have the resources to incorporate this into the curriculum.**

Project Description (500 words or so):

We want to create "virtual" experiences to help students understand education and career choices and what the impact on their daily life could be. We would like to use real local agencies, schools, and housing rates for the simulation scenarios and create an interactive "choose your own adventure" style game with functionality for web, android, and apple.

Anticipated obstacles (if any):

Not sure

Anticipated outcomes:

An app or web-based games targeted towards 5th-8th graders

Resources provided by the company (i.e., financial support, software licenses, hardware, etc.): **data points, staff resources, not sure what else will be needed.**

Resources expected from student team (i.e., time, software access/availability, transportation, etc.): **time, coding expertise, graphic design**