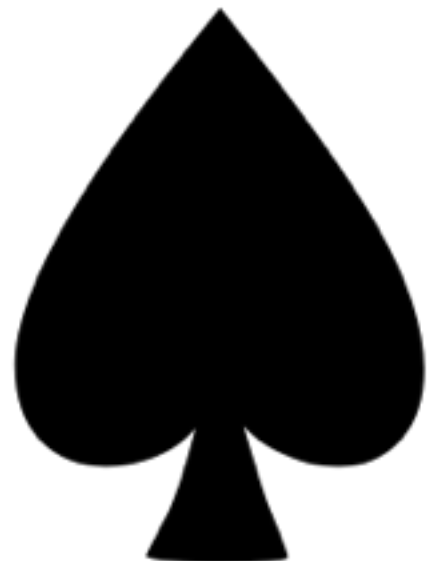


iSpades

**An Instructional
Application**

Created by Misty Traslavina



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Introduction

In today's fast growing technology we are finding new types of digital devices, software programs and mobile applications. New media appeals to people of all ages and ethnicity worldwide. For example, a family road trip can be captured either with a video recording or a photo camera, both that is available by the use of one mobile device. This kind of technology enables people to be current with new products and new ideas.

Not too long ago people were only able to connect with the World Wide Web by the use of a computer. Nowadays people can surf the Internet with mobile phones, iPads, laptops and other portable devices. People in the daily life, will use a mobile phone as a mean of entertainment. With popular games like Angry Birds, people are likely to seek new applications they may find useful.

Based on the advancement of technology, I propose iSpades. A training application to the card game Spades. As popular as card games may be, not everyone is familiar with the different types of games and its pertaining rules. With iSpades, a person learns how to play the game. iSpades teaches the rules of the game, how to bid, how to play the hand. Having completed the training application, the trainee can play Spades with confidence, via Internet, mobile devices or like the good old days, with real people in a live setting.

Product Goals/Methodology

Upon completion of The Spades Instructional. You will know how play the card game Spades. Will have full knowledge of the rules, book bidding and card ranking.

Objective: How to Bid. Based on the cards dealt, you will be able to identify and count possible wins without knowing the cards other players have in hand.

Enabling Objectives:

- To teach the rules of the game and corresponding terminology.
- Illustrate card ranks, its various suits and its functions in the game.
- Teach the trainee how to bid appropriate amounts of book for the win.
- Scenarios game plays are implemented with scaffolding to measure level of knowledge.

At the end of each lesson, the learner is prompted to answer 2 related questions correctly in order to continue on the next lesson.

Adult Learning Theory:

Considering the nature of the card game, a Cognitivism approach has been implemented. It is most appropriate for the iSpades training application. Just like the card game itself, the application requires the learner to visually see the task at hand. This enables a learner to exercise perception and memory ability, while strategizing to solve a problem.

Target Audience



Online Training Program Spades Card Game

Name: Blake Redfield

Age: 32

Ethnicity: Caucasian

Background: SoCal Native

Occupation: Construction Engineer

Topic-Specific/ Prior Knowledge

Went to architectural school, enjoys technology and new media.

Has taken up digital gaming as a hobby. Uses remote data storage via game console.

Cognitive/Physical Attributes

Is intuitive and kinesthetic .

Has natural sketch abilities.

Learns Visually and actively.

Motivation to use Learning Product

He prefers to keep digital files remote.

Wants to experience different media applications.

Wants to create a profile to join a card game room. Is current with Social Networks.

Learning Conditions

Will train using a desktop computer.

Go to website to download application.

The training program is downloadable to three devices.

Likely to train twice before joining a card game.



Online Training Program Spades Card Game

Name: George Banks

Age: 58

Ethnicity: African American

Background: Originally from Chicago

Occupation: Literature professor.

Topic-Specific/ Prior Knowledge

Has worked as Big Brother.

Is an organizer in the community to help keep adolescence involved.

Is a committee member of 'Let's Gather' center, a public place for recreations and activity.

Cognitive/Physical Attributes

Is holistic by nature. Appreciates Arts & Sciences.

He is goal oriented. Interpersonal. Responds well to the needs of others.

Motivation to use Learning Product

Wants to start simple a tournament for local gatherings.

Interested in card games people of all ages could learn.

He seeks a quick review of rules and concept to different card games.

Learning Conditions

Training Program is compatible with PC and Mac

On-line instructional is available for download.

Upon program completion, he can print the training handbook with rules and standards.



Online Training Program Spades Card Game

Name: Marcy Tate

Age: 24

Ethnicity: Hispanic

Background: From Long Island, New York

Occupation: College Student

Topic-Specific/ Prior Knowledge

Has worked at Indian Reservations.
Has been exposed to card games.

Enjoyed playing memory games,
board games and puzzle piece.

Cognitive/Physical Attributes

High level of Left-Brain activity.

Tends to be analytical, enjoys
archiving.

Confident in her decision
making.

Motivation to use Learning Product

Has considered card dealing as a
career. Is exploring various card
games via the internet.

Wants to earn more cash.

Works double shifts during the week,
Wants to train card games at her
own convenience without a time
call

Learning Conditions

On her down-time she will learn
on her laptop.

She has the option to work
off/on-line.

Her accessibility includes internet,
mobile phone, iPads, Tablets.

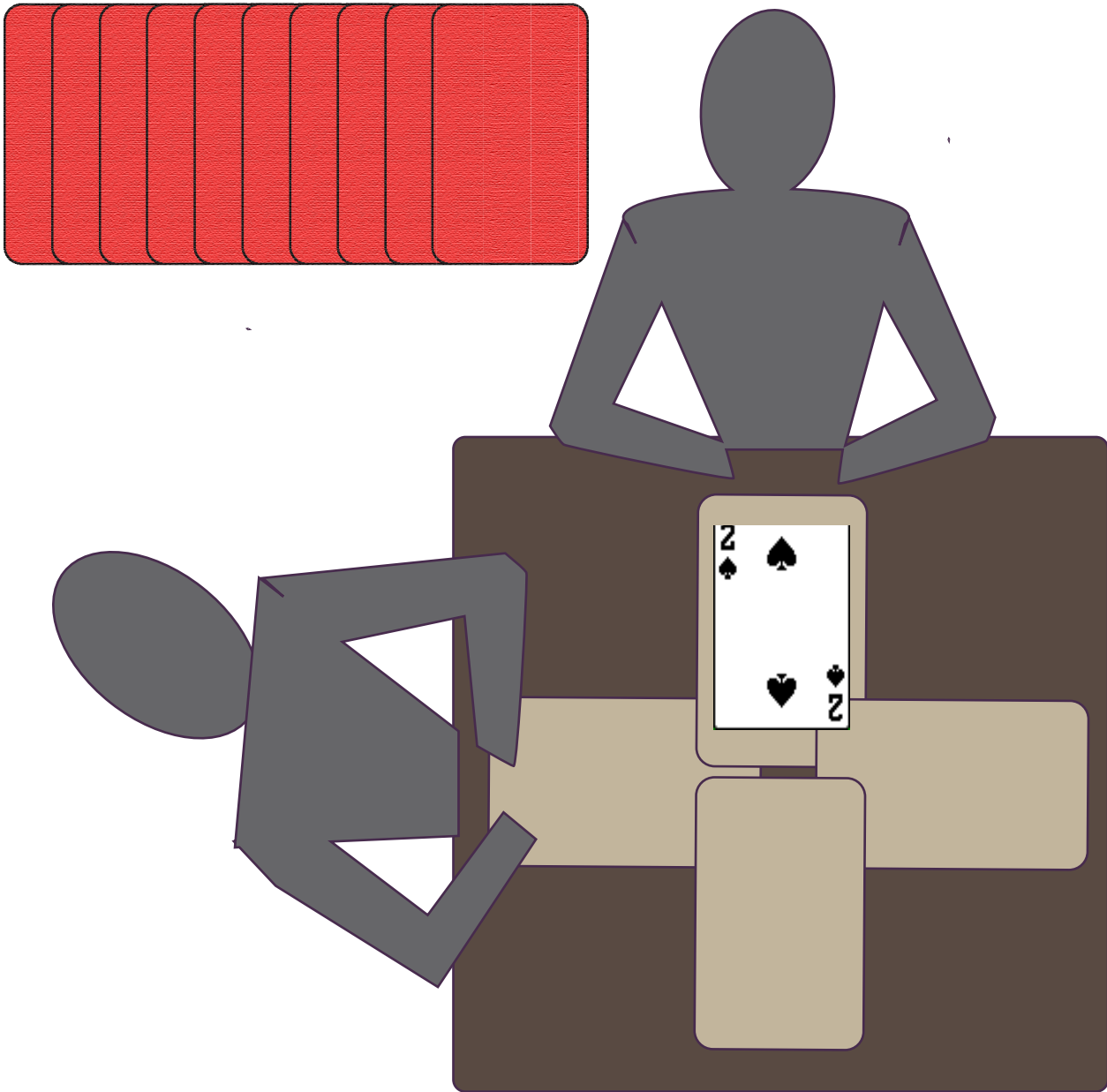
Project Description/Deployment

iSpades is an easy to follow digital interactive training application built for the Internet and new media. It is a straightforward, step-by-step, yet a simple training tool that allows an individual to engage with the game process with minimal resistance to the learning Process. iSpades is a downloadable training application. It is compatible to WIN/MAC and Android. The instructional is visual, audible and includes scaffolding to ensure knowledge retention.

iSpades is an overview of the Card Game SPADES, it is an instructional tool to teach anyone how to play Spades. It illustrates Spades scenarios, explains concepts and offers scaffolding. Its function is to teach how to play, bid and strategize.

iSpades is a downloadable training application. It is compatible to WIN/MAC and Android. Hard copies are available upon request.

Course Demo



Team Project

Project Manager: Lesia Katz

Directs and manage project from beginning to end. Meets with Client Manager to plan, execute and finalize the development of iSpades application. This is met within Budget & Production deadline.

Client Manager: Eva Spring

Is a first person representative. She meets clients to discuss the product they wish to conceptualize. Consults on products objectives. Assess the clients goals, needs for user-ability and product packing for delivery.

Lead Instructional Designer: Misty Lavina

Responsible to organize overall production. Communicating and oversee the progress of the ADDIE model. Have multiple meetings with Client Manager and Project Manager. This includes addressing any concerns. Must meet production deadlines.

Secondary Instructional Designers: Leslie Playa

Assist to Lead Instructional. Works with SME to incorporate correct rules, regulations and scenarios.

Subject-Matter Expert (SME): Darlene Sander

A Spades expert. Her knowledge is to be shared with Instructional Designer and Project Manager.

Illustrator: Jasmine Taki

Works along with Graphic Designer to develop overall aesthetic look of the product and packaging.

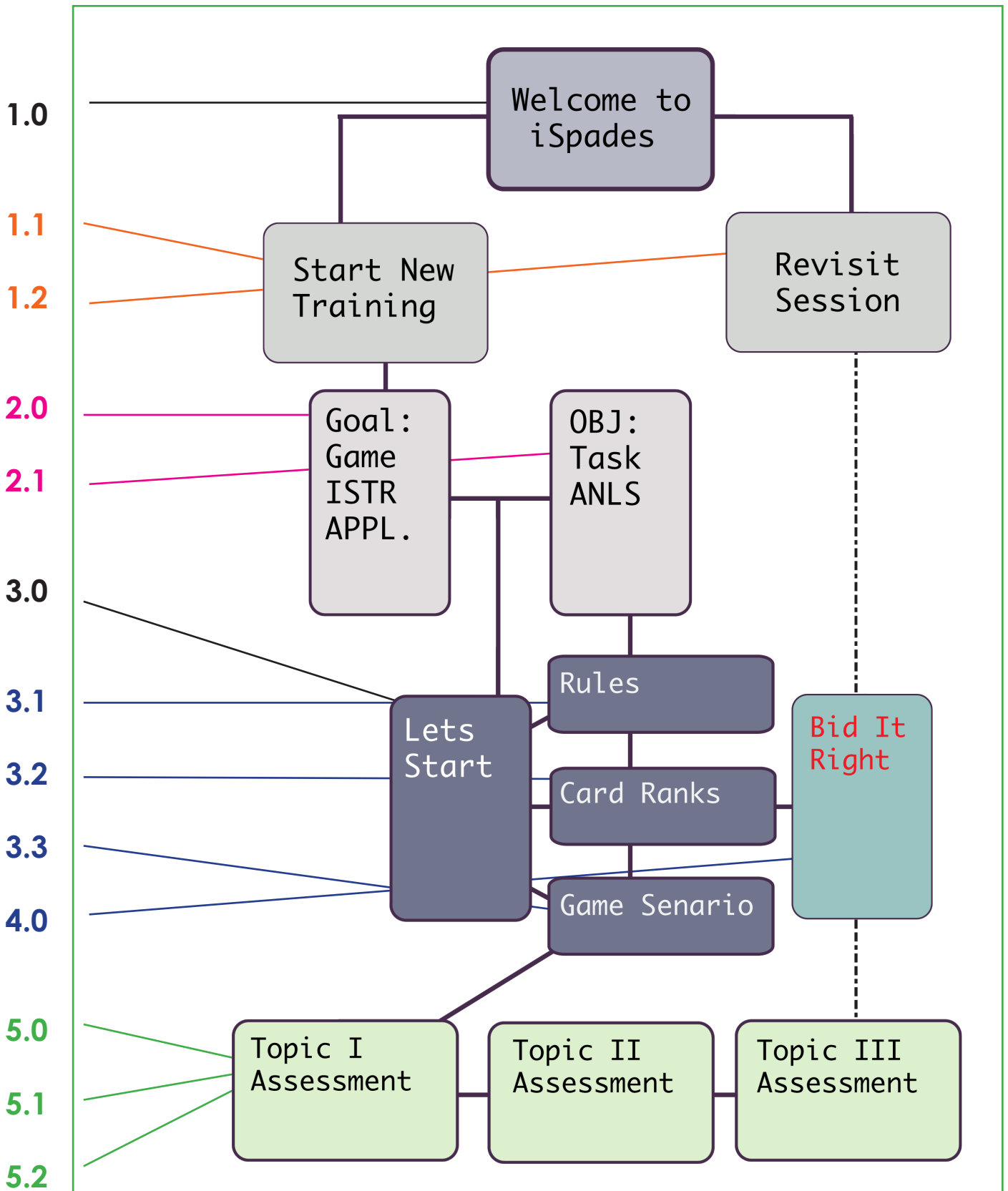
Graphic Designer: Justin Long

Works along with Illustrator to bring client's visual concept or the desired look to the project product.

Programmers: Giovanni Goodman

He is to build iSpades application. This includes collaborating with Lead Instructional Designer. Must understand each task to code workflow properly.

Site Map



Site Map Specs

- 1.0** Welcome to iSpades. Landing page to web-based application.
- 1.1** Start New Training
- 1.2** This page launches new training session.
- 2.0** Revisit Session. This page links the user to a previous session.
- 2.1** Goal, here the application is explained and sets forth its purpose.
- 3.0** OBJ, explains tasks and covers what is to be expected.
- 3.1** Let's Start, Start of tutorial.
- 3.2** Rules, a lesson.
- 3.3** Card Ranks, a lesson.
- 4.0** Scenarios, a lesson.
- 5.0** Topic I Assessment. Measure of knowledge.
- 5.1** Topic II Assessment. Measure of knowledge.
- 5.2** Topic III Assessment. Measure of knowledge.

Summary

Due to rapid growing technology, people have become tech geeks in their own right. People are eager to try new products. Yet, they may be unfamiliar with some games that are available. In the midst of trying something new, (i.e. card games) people will need to know its rules and standards.

Once training program is successfully completed the learner can apply their new knowledge with confidence. They are able to play online, offline or in a social gathering. iSpades is a useful training application built for web, yet is compatible with alternate platforms. It is a fun, easy to use training program filled with fun visual and scenarios. This instructional application is the first step to building the upcoming iSpade Card Game.