Designing Computer Games to Teach Children About Food Safety





Fight BAC! is a registered trademark of

The Partnership for Food Safety Education

Judy A. Harrison, Ph.D. Professor and Extension Foods Specialist Dept. of Foods and Nutrition The University of Georgia



Co-Investigators: Dr. Melissa P. Mixon, Mississippi State University Dr. Angela M. Fraser, North Carolina State University

Collaborators:

Susan Conley Director of Consumer Education U. S. Dept. of Agriculture - Food Safety and Inspection Service

Jo Ann Pittman Consumers Affairs U. S. Food and Drug Administration Dr. Jan Singleton National Program Leader for Food Science and Food Safety U. S. Dept. of Agriculture - Cooperative State Research, Education and Extension Service

Special Thanks to The Partnership for Food Safety Education

This material is based upon work supported by the Cooperative State Research, Education and Extension Service, under special project number 00-51110-9746.







Objectives

- To determine features of educational computer games that appeal to children
- To design games, incorporating those features, to introduce children in grades K-3 to foodborne illness and safe food handling principles
- To evaluate the games in elementary schools in a three state area



Methods - Design

- Focus Groups With Children
 - 100 children
 - Grades K-3
 - Diversity of ethnic backgrounds
 - Diversity of academic achievement levels

Analysis of game features
Usability testing – 2 occasions

All methods used in this study received IRB approval from the three institutions.



Methods-Design

Focus Groups With Teachers

 15 teachers
 K-3rd grade

- Analyzing game designs
- •Evaluating age-appropriateness for K-3
- Determining compliance with state curriculum standards



Focus Group Results - Design

- Students' "favorite" features
 - Let you "pick things"
 - Let you choose who you want to be
 - Let you shoot
 - Let you print things
 - Do silly things
 - Have music and noises
 - Make silly noises when you do something wrong



Focus Group Results - Design

- Teachers' "favorite" features
 - Comply with curriculum standards
 - Will work on PC and Mac
 - Can be loaded onto central server to allow many kids to play simultaneously
 - Can control sound
 - Want resources that can be used with a variety of academic levels including gifted students



Methods - Development

Games

- 6 games with music, voice-over and sounds
- 3 difficulty levels (easy, medium, hard)
- -1 & 2 player formats
- Resources
 - BACtionary
 - BAC facts
 - BAClopedia (Kids' version and Teachers' version)



Features of the Game CD-ROM Based on Student and Teacher Input



Methods - Experimental Design

Control vs. Experimental Design

- Control Groups K-3
 - Smart Kids Fight BAC![®] animated video
 - Smart Kids Fight BAC!® activity books
- Experimental Groups K-3 (CD-ROM Groups)
 - Smart Kids Fight BAC![®] animated video
 - Smart Kids Fight BAC![®] activity books
 - Smart Kids Fight BAC![®] food safety computer games





Methods – Evaluation Design

- Knowledge pre-test (Day 1)
- Knowledge post-test (Day 14)
- Knowledge post-post test (8 weeks from Day 14)





Methods – Implementation

• Day 1

- Completed the knowledge pre-test
- Viewed the animated video
- By day 14
 - Engaged in activities from the activity booklets
 - Completed curriculum (including game play by the experimental group)
 - Completed the knowledge post-test
- 8 weeks later
 - Completed knowledge post-post-test





Results

- The control group (n=614) scored significantly higher than the CD-ROM group (n=620) on the pre-test (p<0.05).
- There was no significant difference between the control group and the CD-ROM group on the post-test (p>0.05).
- By the end of the 8-week period, the CD-ROM group had a significantly greater increase in food safety knowledge over the course of the study than did the control group (p<0.05).



Implications

 Presenting food safety information using computer game technology may stimulate children's interest in and ability to learn safe food handling principles.







-Lesson Plan Pre Test / Post Test Teacher Guide (pdf) Picture Test (pdf) Bac-lopedia (pdf) Answer Key (pdf) Bac-tionary (pdf) Movie by Topic Written Test (pdf) Answer Key (pdf) Clean Act I Separate Cook Chill Act II Act III Act IV Sound Off Main Menu























Help Write BAC BACtionary		
Select a Letter: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z		
5	Death Phase: when more bacterial cells are dying than are multiplying or being made; the number of bacterial cells is getting smaller	
Pr	Degree: a unit of measure for temperature	
BA	Destroy: to kill or do away with	
BA	Diarrhea: having to poop a lot and often; usually runny poop	
	DNA: a chemical that is in all living things and contains the plans for what the living thing will be like	
	Close	í
Mair	Menu	



Go ahead...

try to beat me...

if you dare!

THE UNIVERSITY OF GEORGIA COOPERATIVE EXTENSION

end

Colleges of Agricultural and Environmental Sciences & Family and Consumer Sciences