



A GAMIFICATION WEBSITE DESIGN ABOUT

INDONESIAN HOMO ERECTUS

FOR HIGH SCHOOL STUDENTS

by Lucrecia Lucas Wijaya

DESIGNER PROFILE



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I am very proud to call this project my own, it all started with my interest in learning history. I have always been fascinated by history, it amazes me how humans from different timelines used to live life. History revolves around human, it connects the past, present and future, therefore it can never be erased.

To erase or decenter history means forgetting where we came from, forgetting our ancestors' blood, sweat, and tears. Humans continuously strive to become better, we have come a long way from existing to just hunt and gather food. Now millions of years later, we created such an advanced civilization and live easier lives.

I know the stereotype around the history subject, it is deemed boring and irrelevant. History seemed really hard to study and memorize, especially with all the textbooks.

Therefore I proposed the idea of learning history in a more relaxed and fun way. This supplementary learning media is far from perfect, there are still a lot of things that can be better. However, I believe this project can inspire some users that have tried this game.

I remember playing a game-based learning media about mathematics in elementary school, and I have always thought about that since. It might influence me in some ways to create this design solution.

Lastly, I want to thank God and all the people around me that supported me during the creation of this project. To my parents, my adviser, my family and friends, you are part of the reason why I kept going :)

WHAT IS IT?

The Historian's Journal is an educational gamification mobile website about Indonesian Homo erectus. This supplementary learning media is created based on a problem in which high school students are not interested in learning Indonesian early humans' history, oftentimes distracted in the lessons. Meanwhile, early humans are a part of Indonesia's identity. There are many early man sites across Indonesia, one of them has been recognized by the UNESCO. These phenomenons become the reasons why the designer created this design solution.

TRY THE PROTOTYPE HERE

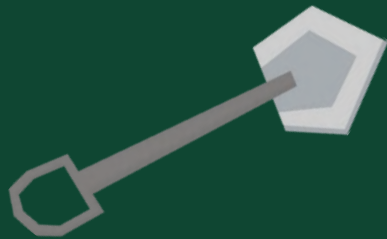


01

CONCEPTING



3 KEYWORDS



ADVENTUROUS

Adventurous is meant to represent the feeling that the audience feel whilst playing this game. The purpose is to increase the interactivity and dynamic aspect of learning, as the author has established the problem of this project is that the audience needed more engaging ways of learning Indonesian Homo erectus. The Keyword adventurous in this project is implemented in the missions in the game.



PALEOANTHROPOLOGIST

Paleoanthropologist is meant to represent the main topic of the game, which is learning the remains or fossils of Indonesian Homo erectus. The paleoanthropologist Keyword is implemented in the theme or objectives of the missions in this project, and also the character's appearance.



ANTIQUE

Antique is meant to represent the overall feel of this project, which is about learning history. The Keyword antique is implemented in several visual elements of the project such as the environment, equipment, notice, et cetera.



BIG IDEA & TONE OF VOICE



THE HISTORIAN'S JOURNAL

Conversational + Informative + Encouraging

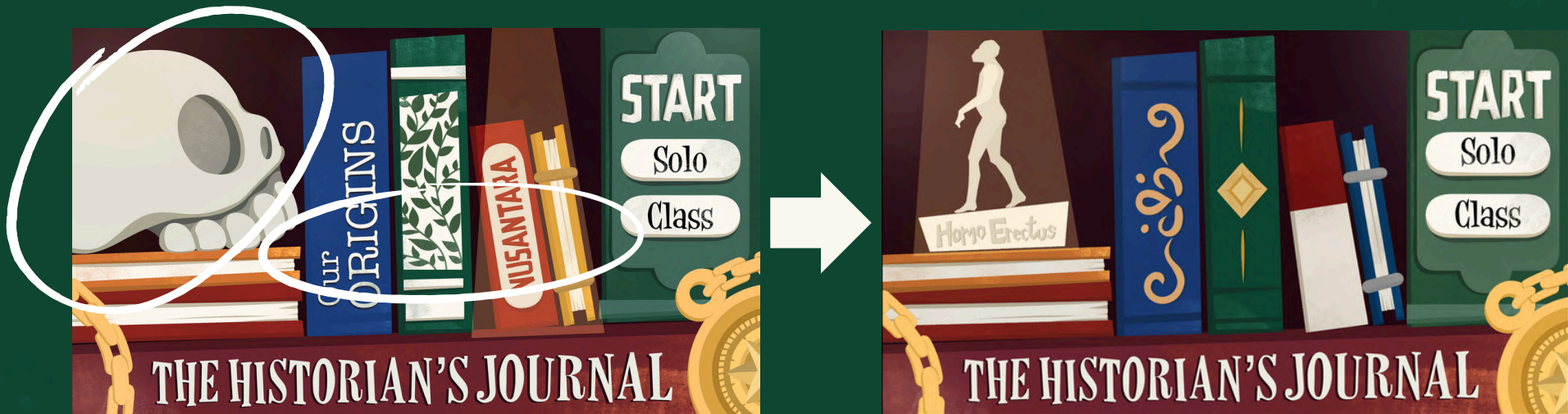
The journal is used for the historian, in this case the audience, to learn the history of Indonesian Homo erectus. The main idea of this is to acquire knowledge and write them down in a journal, the journal then will help the historian before doing a test at the end of the game. This Big Idea makes it possible for the project to broaden the topic that is to be created in the future, so the project does not stop as a supplementary learning media for Indonesian Homo erectus, but possibly other Indonesian History topics.

3 KEY VISUALS



CHOSEN KEY VISUAL

with iteration



The skull element was changed into a figure of Homo erectus, because it can convey a different message and makes the design look like a horror game instead of a history supplementary learning media.

Meanwhile the design of the book was changed because it can be interpreted as clickable buttons that can provide information about the title on the books, which was misleading. It was altered to simpler designs with ornaments and Indonesian flag color instead.

02

DESIGNING



LOGO

Do's

THE HISTORIAN'S JOURNAL 

Use the regular logo

THE HISTORIAN'S
JOURNAL 

Use the centered logo to fit narrow spaces

THE HISTORIAN'S
JOURNAL 

Use a dynamic rectangular background
within the color palette for contrast

Dont's

THE HISTORIAN'S JOURNAL 

Do not use any other color for the logo

2'NAIЯOT2IH EHT
JANUOL 

Do not flip or and stretch the logo in any way

THE HISTORIAN'S
JOURNAL 

Do not use colors outside of the palette
for the background

COLOR PALETTE

Primary Colors



The primary colors are a square color scheme, this color is used to not distract the user with too much of a contrast in the color palette. Therefore the user can focus on reading the content.

Secondary Colors



The secondary colors are used as a background for the content to increase readability.

TYPOGRAPHY

TITLE

HORSESHOES

ABCDEFGHIJKLMNOPQRSTUVWXYZ
ABCDEFGHIJKLMNOPQRSTUVWXYZ
0123456789 (!#\$%&/.|*`@ ,?;:)

PENULTIMATE

THE SPIRIT IS WILLING BUT THE FLESH IS WEAK

SCHADENFREUDE

3964 ELM STREET AND 1370 RT. 21

THE LEFT HAND DOES NOT KNOW WHAT THE RIGHT HAND IS DOING.

155pt, 120pt, 100pt, 90pt, 70pt

SUB-TITLE

Londrina Solid Regular

ABCDEFGHIJKLM 0123456789
NOPQRSTUVWXYZ !"#\$%&'()*+,-./
abcdefghijklm
nopqrstuvwxyz

Penultimate

The spirit is willing but the flesh is weak

SCHADENFREUDE

3964 Elm Street and 1370 Rt. 21

The left hand does not know what the right hand is doing.

300pt, 150pt, 90pt, 70pt, 50pt

BODY TEXT

Grandstander SemiBold

abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
0123456789 (!#\$%&/.|*`@ ,?;:)

Penultimate

The spirit is willing but the flesh is weak

SCHADENFREUDE

3964 Elm Street and 1370 Rt. 21

The left hand does not know what the right hand is doing.

mail@example.com <http://www.cufonfonts.com>

80pt, 60pt, 58pt, 55pt, 50pt, 45pt

CHARACTER DESIGN

Main Character



PROFESSOR JUJU

is a reliable historian who eagerly helps other people who wants to learn about history. The name Juju comes from the word journal, shortened and repeated as Juju to add a fun and playful feel. Although the character is meant to look professional and have integrity, the use of a playful name can balance the feel of the game to not feel too serious for the user.

The overall design feels more formal but still looks adventurous and ready to go to an excavation site, aligned with the missions that are in the game.

CHARACTER DESIGN



CHARACTER DESIGN

Indonesian Homo erectus



HOMO
FLORESIENSIS

HOMO ERECTUS
PROGRESIF

HOMO ERECTUS
TIPIK

HOMO ERECTUS
ARCAIK

The character design is referenced from the reconstruction of the four Homo erectus.

Maintain the sharp edges in the character's body and hair but keep the face features soft. Separate the layers for easy render.

ENVIRONMENT

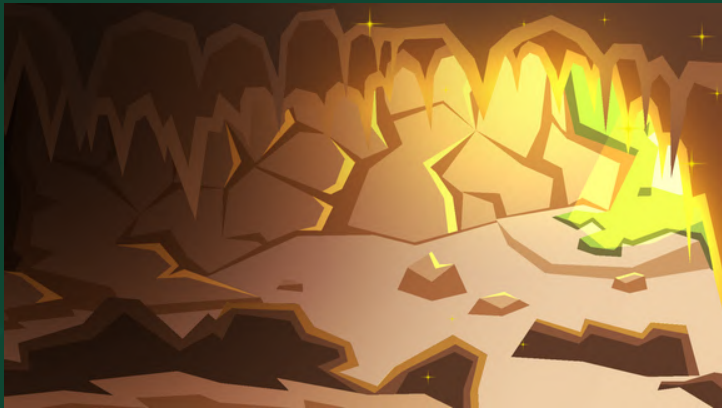
Locations



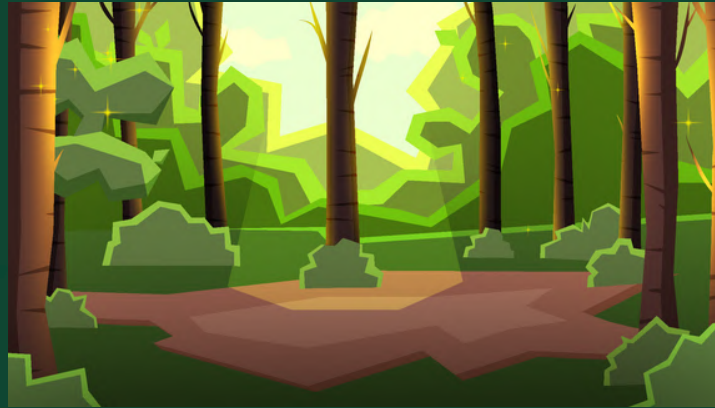
Sangiran, Central Java



Trinil, East Java



Ngandong, Central Java

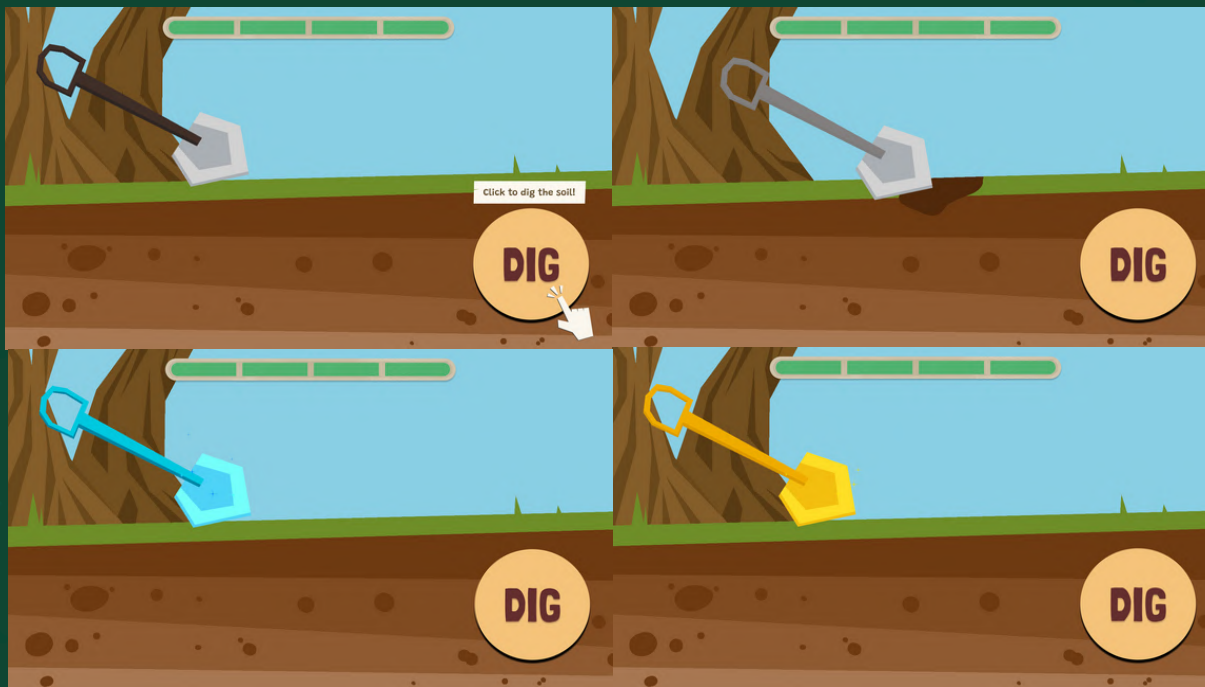


Liang Bua, Flores

The environments are referenced from real images of each location.

Use strong lighting to create an object of interest in the illustration.

MISSION 1

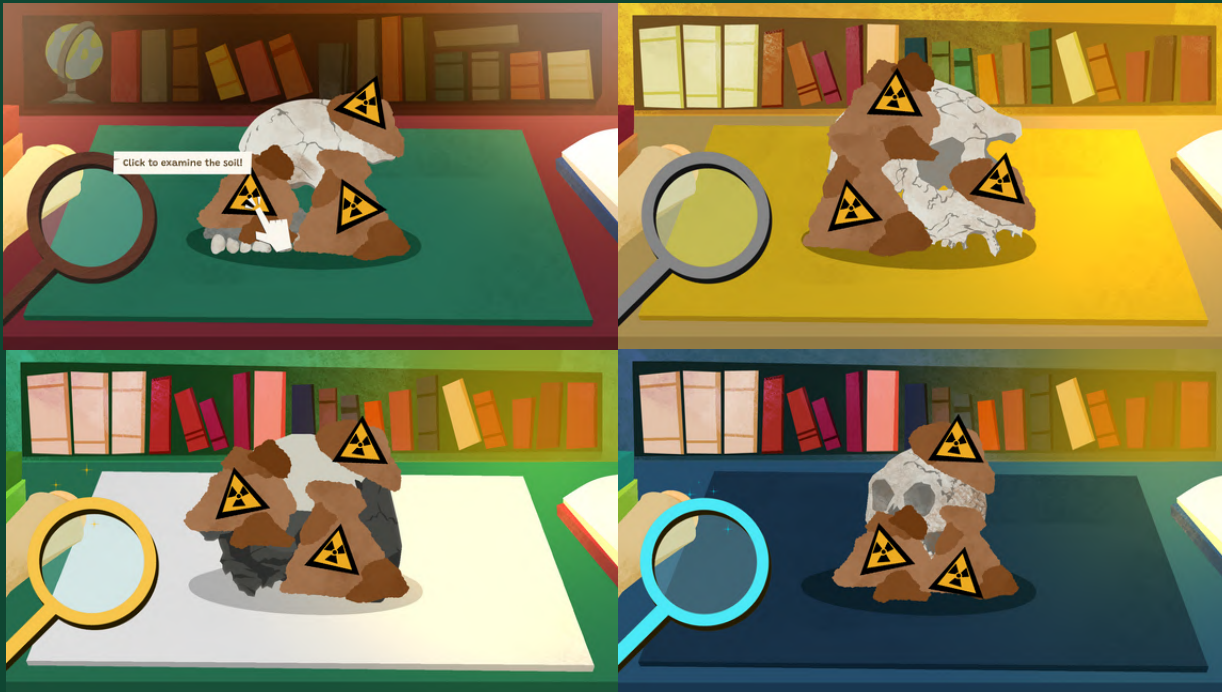


1

DIG THE FOSSIL

The user can click the 'Dig' button 4 times to retrieve the fossil and finish the first mission.

MISSION 2



2

STUDY THE FOSSIL

The user studies a fossil's age by inspecting the radioactive element on the soil around the fossil

MISSION 3

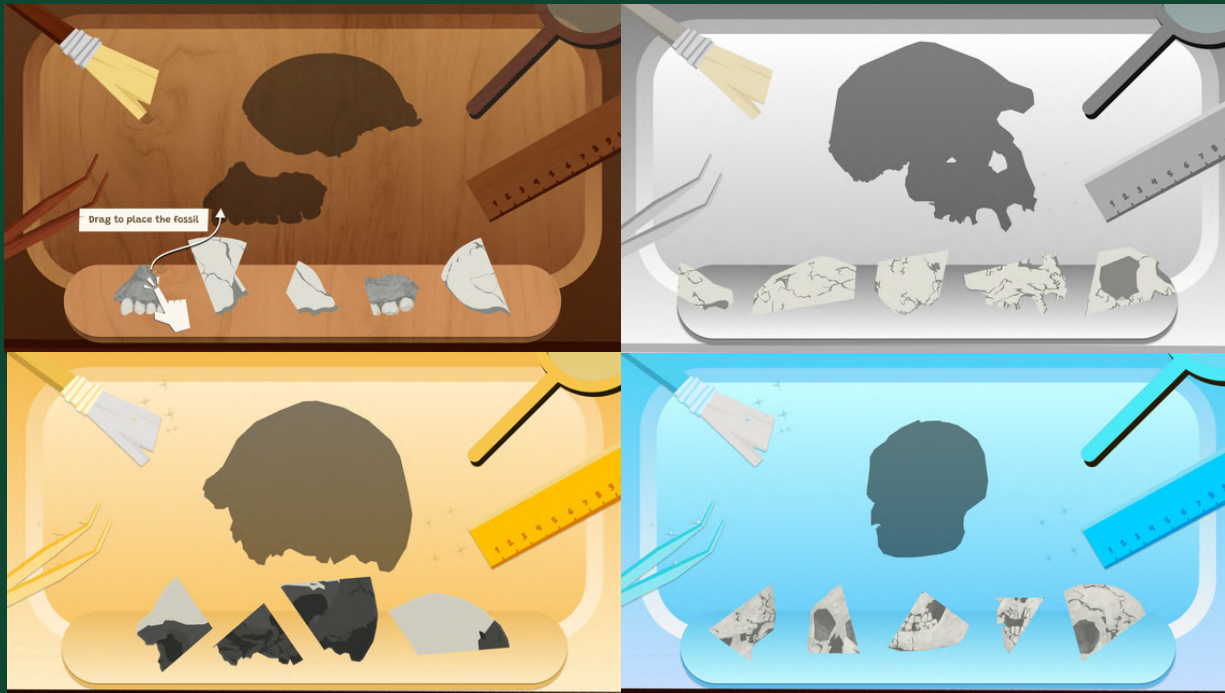


3

CLEAN THE FOSSIL

The user cleans the fossil after studying the soil by clicking on the clean button 3 times.

MISSION 4

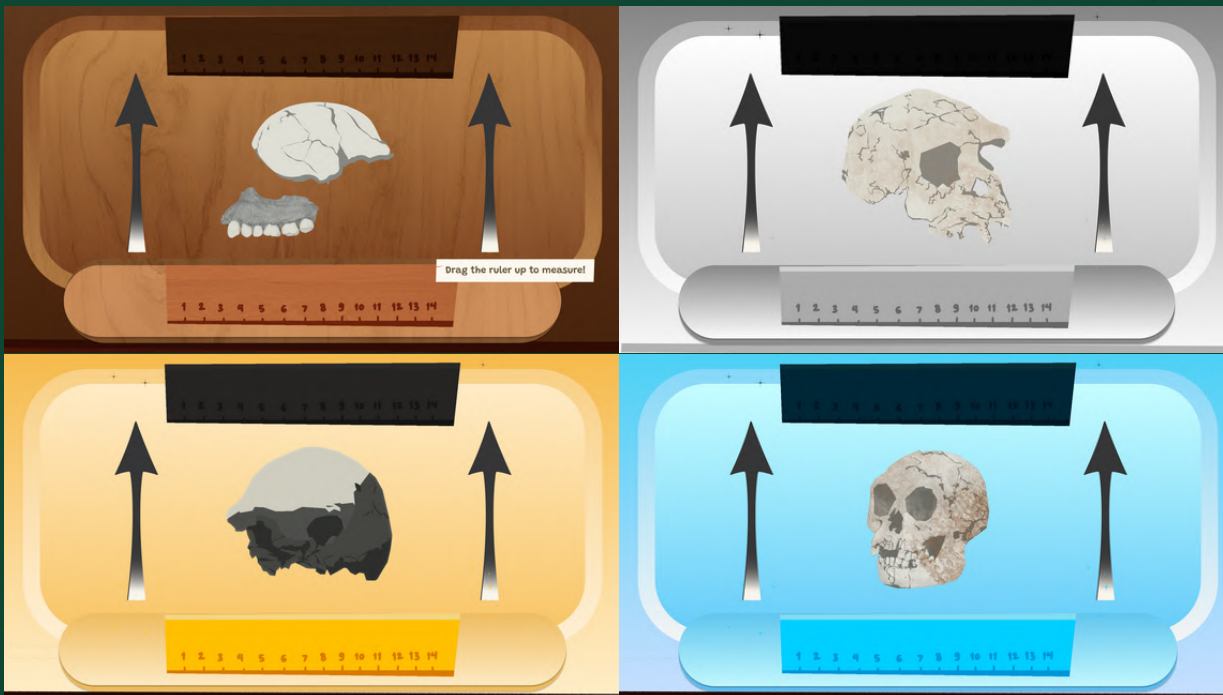


4

PIECE THE FOSSIL BACK TOGETHER

The user identifies which fossil they are studying by piecing the cut up pieces of fossil. The user can drag the pieces onto its' place.

MISSION 5



5

MEASURE THE FOSSIL

The user find out about the fossil's brain capacity by measuring the skull. The user needs to drag the ruler from the bottom to the top.

EVALUATION STAGE



6

EVALUATION

The user is assessed at the end of the game by answering 15 multiple-choice questions. This is to measure the effectiveness of the supplementary learning media.

OTHER VISUAL ELEMENTS

Equipment Stage 1 & 2



STAGE 1



STAGE 2

OTHER VISUAL ELEMENTS

Equipment Stage 3 & 4



STAGE 3



STAGE 4

OTHER VISUAL ELEMENTS

Skulls & Miscellaneous



Archaic



Typical



Progressive



Floresiensis



Knowledge Icon



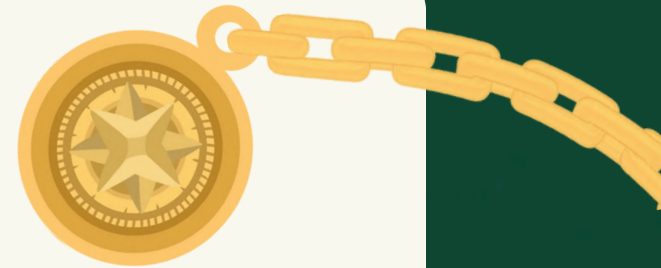
Book Icon



Pencil Icon



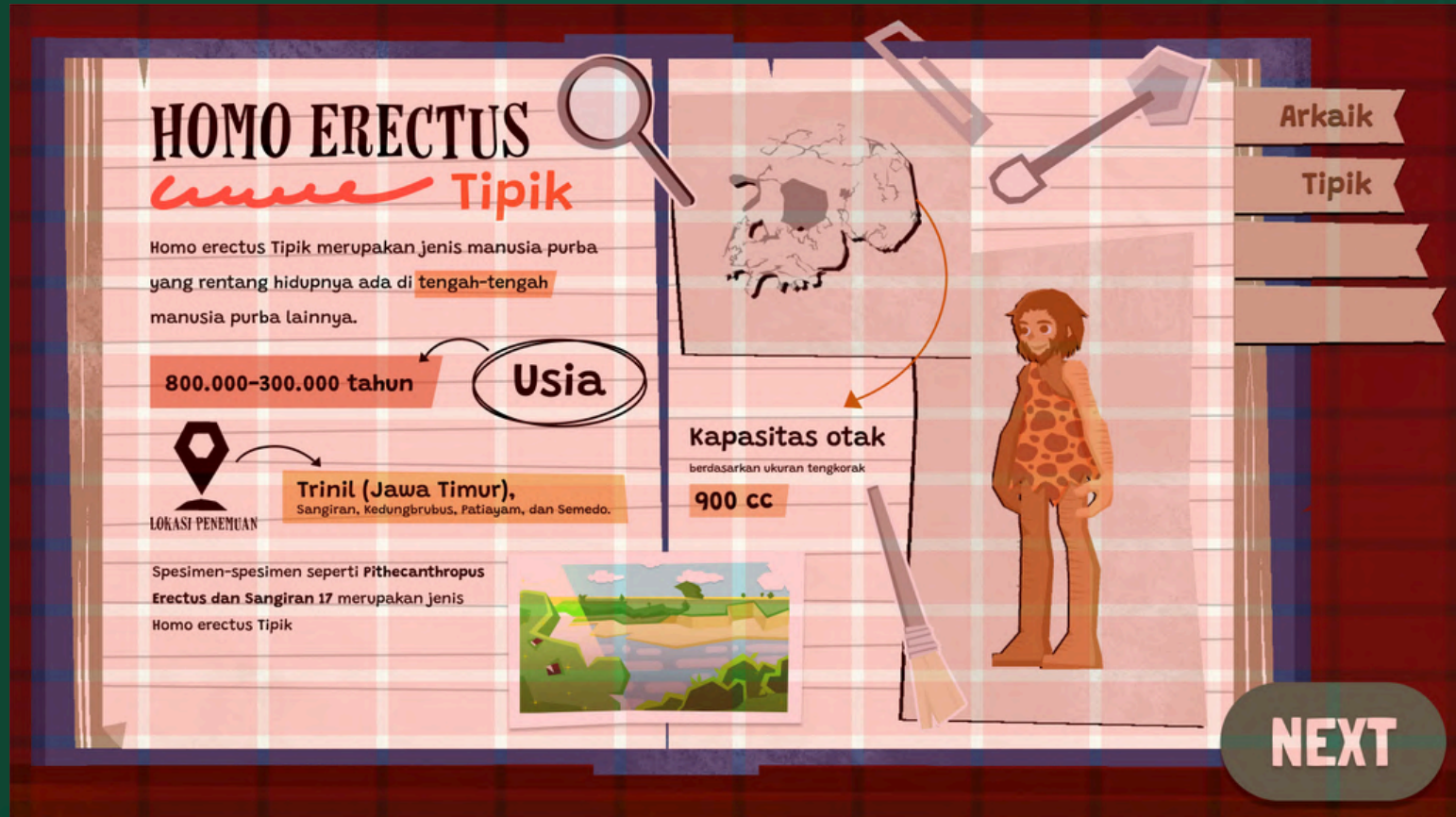
Soil



Compass

GRID

Example of implementation



The design is 1920x1080px in resolution, it uses a Modular Grid System with 1860x1020px available content space. The screen is divided into 12 columns x 12 rows, 30pt margin around the screen, and 16pt gutter. This setting is suitable for a design in which the visual elements' size ranged from 150px to 700px.

INTERFACE GUIDE

Data Input

The image displays two screenshots of a data input interface. The top screenshot shows a screen titled 'PREPARATION' with a header featuring a small flag icon. Below the header is a text input field labeled 'Input your Class Code' with a placeholder 'your Class Code here...'. A 'DONE' button is located at the bottom of the screen. The bottom screenshot shows a similar screen titled 'PREPARATION' with a header featuring a small flag icon. Below the header is a text input field labeled 'Input your username' with a placeholder 'your username here...'. A 'DONE' button is located at the bottom of the screen. Both screens are set against a light green background with a subtle pattern, and the entire interface is framed by a dark green border.

1. There are two types of data that the user must input, the class code and username.
2. The class code is only needed for the user that wants to play multi-player. The user that wants to play solo immediately directed to the username input page.
3. The layout of the data input page is aligned in the center of the page, leave 1 row and 1 column gap around the content.
4. Use a paper element as the background of the content to create contrast from the red backdrop.
5. The font used in this interface are Londrina Solid Regular and Grandstander SemiBold.
6. Use 50% opacity for the field that has not been filled.

INTERFACE GUIDE

Waiting Room



1. The play button touches the side margin but leave a one row gap from the button.
2. Leave out one row above the title of the page.
3. The space between each name is 28px, starting from the ellipse shape.
4. Align each row of the names in the center, the minimum gap between the name and the paper element is 39px.

INTERFACE GUIDE

Brief



1. The background in the brief page may change according to the stage the player is in.
2. The highest point of the visual novel part is the name of Professor Juju, positioned below the 5th row.
3. The height of the character is almost 9 rows, it has a 111px gap below the buttons.
4. Change the character's expression according to the topic.
5. Add visual elements that matches the topic of discussion, place an overlay behind the element to create contrast.
6. Place back and next buttons so the user can go back and forth to re-read the brief.
7. Use Grandstander SemiBold font at 55px for the body text.

INTERFACE GUIDE

Map



1. Put the pin point of the locations inside the grid whilst still maintaining the accuracy of the location.
2. The map should be slide-able to provide clarity of which map the user are currently at.

INTERFACE GUIDE

Achievement



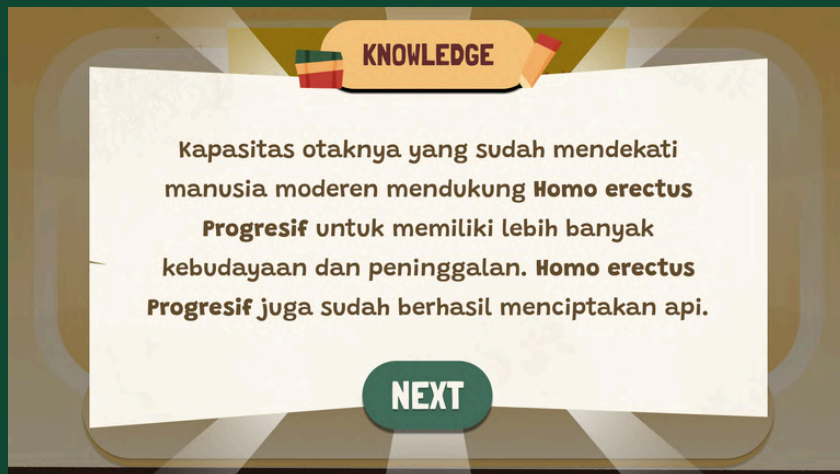
1. The content is aligned at the center of the screen.

2. Use appropriate assets for each achievement, whether retrieving fossils, further studying the fossil, or a redemption chance.

3. Use assets like confetti and ray of light to add a more celebratory feel to the page.

INTERFACE GUIDE

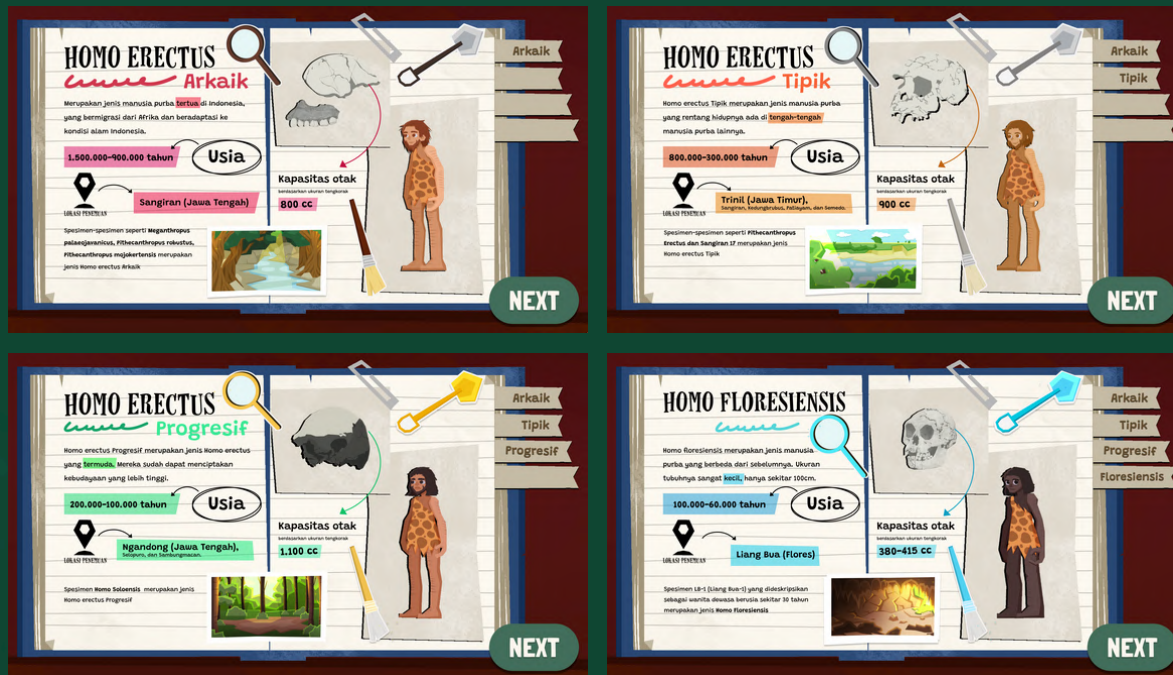
Knowledge



1. The content is aligned at the center of the screen.
2. Use micro interaction of an open book and blinking light bulb at the left side of the content.
3. Position the knowledge title to touch the 30px margin.
4. Leave out a row below the next button.
5. Use a Grandstander font at 55px for the body text.
6. The shorter knowledge content can be put beside the book element, the longer content do not have to be accompanied with any visual elements.
7. Do not use visual elements like confettis in this page to differentiate the knowledge and achievement page.

INTERFACE GUIDE

Note



1. There are 4 types of notes in the game, starting from the earliest stage to the final stage.

2. Each note should contain the same types of information, for example the name of the Homo erectus, the age, location, brain capacity, et cetera.

3. The placement of the content between each note should match or similar in placement.

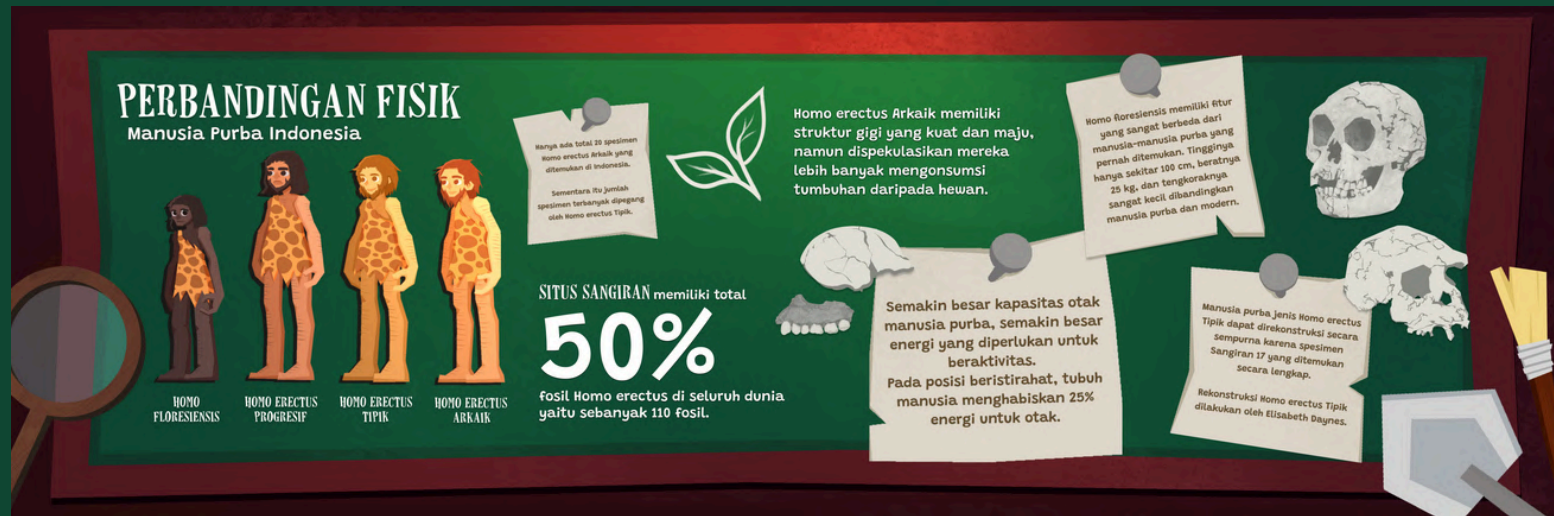
4. Alter the visual assets according to the stage, including the equipment. For example, use diamond or blue equipment for the Homo floresiensis note.

5. Change the highlight color according to the color that represents each stage.

6. Place the next button at the right bottom part of the page.

INTERFACE GUIDE

Fun fact



1. Use short copy and avoid explanations that are too long.
2. Use the Grandstander SemiBold font for the body text, the size can differ, use a minimum of 15px to increase readability.
3. Use the Horseshoes font for the title to create contrast and variation, the minimum size for this page and this font is 30px, the maximum is 100px.
4. Reuse the existing visual elements from the game to fill the white space in this page, but place them according to the grid.

INTERFACE GUIDE

Count Down



1. There are 2 major types of the count down interface, one is for the missions, the other one is for the evaluation stage.

2. The count down interface for the missions contain the title of the mission at the bottom. For example, mission 2 of 5, meneliti fosil.

3. The count down interface for the evaluation stage only contains the number of stage.

4. The font used for the 'START' is Londrina Solid Regular at 300px. The font used for the smaller texts is Grandstander SemiBold at 60px.

5. This interface appears before starting each mission in the game, and before the first to fifth stage of evaluation.

INTERFACE GUIDE

Evaluation - Question



1. There are 5 stages of question in the evaluation process. Each stage consists of 3 questions related to the stage.

2. Change the background according to the stage or the question. For example use the Liang Bua environment in the fourth stage, and use the Trinil environment if the question in the Bonus Stage is related to Trinil.

3. Change the title of the stage according to the stage, place the title to touch the margin at the top.

4. Use the appropriate reaction of the character, in this case, use the design of Professor Juju that has a question mark on the head.

5. Use Grandstander font for both the question and answer, the font size for the question is 55px and the answer is 40px.

6. The size of the answer box is 5 rows.

INTERFACE GUIDE

Evaluation - Correct



1. Change the design of the content box according to the stage, use an overlay of the environment in the box. The size of the box is 5 rows x 5 columns, use center alignment.
2. Use a confetti and light effect to add a celebratory feel when the user answers correctly, put a dark multiply layer at the back to add contrast.
3. Use the Horseshoes font for the 'CORRECT' text at 120px.
4. Change Professor Juju's expression to the design that sticks out a thumb in the background.

INTERFACE GUIDE

Evaluation - Wrong



1. Change the design of the box according to the stage, turn down the saturation until it is black and white. The size of the box is 6 rows x 6 columns.

2. Place the box with a 2 columns gap from the top, and 4 columns gap from the bottom.

3. Create a yes and no button, the yes button positioned on the right side, and the no button on the left side. The yes button has to be green, and the no button has to be red to be intuitive.

4. Add a dark multiply layer in the background, combined with the gloomy line effect and turn the hue to red.

5. Use a Horseshoes font for the 'WRONG' text in 90px, Grandstander SemiBold font at 55px for the bottom text. The yes and no button uses the Londrina Solid Regular font in 90px.

INTERFACE GUIDE

Loading Page



1. Use the open book element as a loading page icon and to fill the white space.

2. There are two types of loading page, which are the regular loading page and the counting score loading page after the user finishes all the game. The counting score page navigates the user to the leaderboard page.

3. Use the Horseshoes font in 70px for the text.

4. Place the progress bar 2 rows from the bottom, match the thickness to the row.



5. The white space in the loading page acts as a refresher from the usual fuller pages.

INTERFACE GUIDE

Leaderboard



1. The leaderboard has to be scroll-able, showing 10 users with the highest points.

2. Place the title of the page and the button to touch the top margin, the button has to touch the right margin as well.

3. The height of the ellipse shape behind the user's name is 104px and 1457px in width.

4. Use the Grandstander SemiBold font for the names in 50px, and Londrina Solid Regular in 50px for the points.

INTERFACE GUIDE

Buttons



DONE



NEXT



PLAY




BACK

Button Size: 297x156px

Font Type and Size: Londrina Solid, 90px

Used for shorter texts, align the text at the center of the button.



PLAY AGAIN

Button Size: 493x156px

Font Type and Size: Londrina Solid, 90px

Align the text at the center of the button. Used for replaying the game from the leaderboard page.



DIG



CLEAN

Button Size: 366x351px

Font Type and Size: Londrina Solid, 130px for the 'Clean' button, and 150px for the 'Dig' button. Align the text at the center of the button. Used for action buttons.



Button Size: 216x160px

Used for going back or forth in the visual novel page.

INTERFACE GUIDE

Buttons

Solo

Class

Button Size: 349x137px

Font Type and Size: Horseshoes, 84px

Align the text at the center of the button, used as a call-to-action button on the landing page.

A. 3.000-1.000 tahun

C. 80.000-50.000 tahun

B. 1.000.000-900.000 tahun

D. 100.000-60.000 tahun

Button Size: 767x120px

Font Type and Size: Grandstander SemiBold, 40px

Align the text at the center of the button, used as answer buttons in the quiz process.

NO

YES

Button Size: 234x156px

Font Type and Size: Londrina Solid Regular, 90px

Align the text at the center of the button, used as an option whether the user wants to use their redemption chance or not.



Button Size: 156x156px

Used as a fun fact menu button, located in the map menu.



Button Size: 156x156px

Used as a notes menu button, located in the map menu.

INTERFACE GUIDE

Titles

Longer Title



Button Size: 493x157px
Font Type and Size: Londrina Solid Regular, 70px
Align the text at the center of the button, used as title with longer words.

Shorter Title



Button Size: 296x149px
Font Type and Size: Londrina Solid Regular, 70px
Align the text at the center of the button, used as title with shorter words.

SECONDARY MEDIA

Launching event - Seminar and Booth



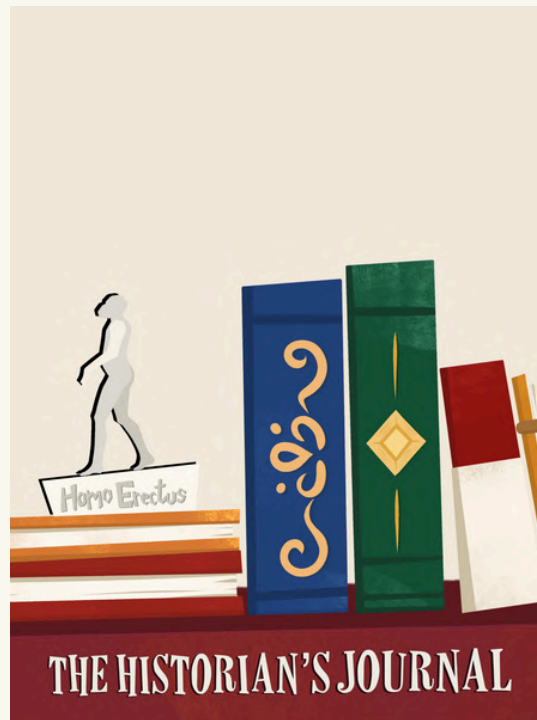
The purpose of this booth is to enliven the launching event of this project. The event is planned to be held at 10 different high schools in Bandar Lampung, during the earlier semester in August, consisting of a seminar and a booth. The seminar is conducted for tenth grade students only, to introduce the project to the students and make them experience the new supplementary learning media. The booth shows the teasers of the game and also stocks the collateral media of this project for the teachers and students to buy.

Size: 2x3m

Placement: High schools located in Bandar Lampung

SECONDARY MEDIA

Collateral - Totebag



The totebag is designed to be used by the audience to bring additional books or stuffs that does not fit in their bag. High school students often bring heavier books than elementary and middle school students. Therefore, this totebag could be helpful for the students in their daily activities. The totebag has a simpler design and used beige as the main color to look neutral so it can complement the color of the students' regular bag.

Size: 40x30cm

SECONDARY MEDIA

Collateral - Notebook



The notebook is designed for the students to write down important points during their lesson, or to summarize their learning material. The notebook has a ring binding design to provide more page between pages for the audience to paste little notes or stickers to support their learning process. The size of the notebook is a perfect A5 that is not too big or too large. The front and back cover of the notebook reflects the project's identity with the usage of 4 primary color palette.

Size: A5

SECONDARY MEDIA

Collateral - Bookmark

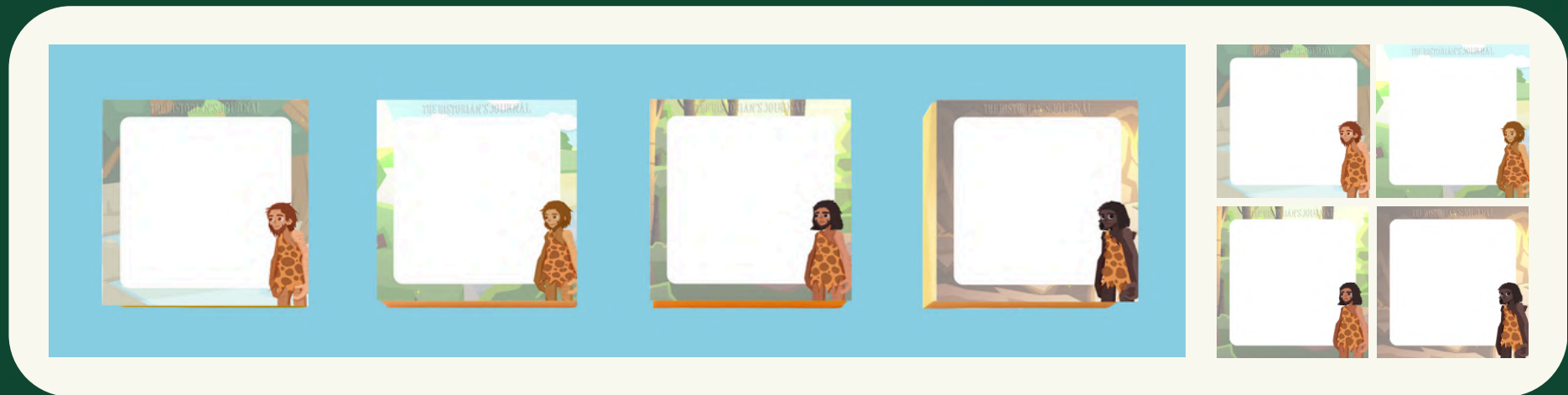


The bookmark is designed for the user to mark the page that they last read, whether from a textbook or other books that they read. The bookmark has 2 versions to add variety of the design. The size of the bookmark is 12x4cm, with a water-resistant doff finish.

Size: 12x4cm

SECONDARY MEDIA

Collateral - Sticky notes



The sticky notes are designed for the audience to use on their notes. The sticky notes can also be used to be pasted on their desk to remind them of tasks or schedules. There are 4 designs in a pack of sticky note, each design represents each Indonesian Homo erectus from the game. The design provided a rectangular space at the center for the user to write down things that the audience want, and the project's logo at the top center.

Size: 10x10cm

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THE HISTORIAN'S JOURNAL

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