WHERE IN THE WORLD IS CARMEN SANDIEGO?

Sheena Davis
• Educational game

• Original created in 1985 by Gary Carlston
  ◦ Co-founder of Brøderbund Software

• Platforms:
  ◦ Apple II
  ◦ DOS
  ◦ Commodore 64
  ◦ Sega Master System
  ◦ Amstrad CPC

• Teaches geographical information
• Role of a detective

• Track down villains of criminal organization, V.I.L.E., of which Carmen Sandiego is the leader

• Travel over the world to get clues

• In-game computer uses clues to identify criminal and gives player a warrant for criminal’s arrest

• Geographical trivia question

• Promotion
  ◦ Rookie
  ◦ Sleuth
  ◦ Ace

• Ultimate goal to catch Carmen Sandiego
• Core Mechanism
  ◦ Read clues and analyze

• Meaningful play
  ◦ Catching villains
  ◦ Reach highest rank
  ◦ Every part of game used toward goal

• Feedback
  ◦ Signs that player has traveled to wrong location
  ◦ In-game computer feedback

• Social play
  ◦ Single-player
  ◦ Depends on the player

• Sound and music
  ◦ Hardly any music
  ◦ Character movement

• Graphics
  ◦ Cartoon
  ◦ Colorful

• Human-Computer Interface
  ◦ Simplistic
  ◦ Easy to use
• Kids can find learning geographical information dry or boring
  ◦ Puts this information inside of a game

• Increase geographical knowledge
  ◦ Locations on a map
  ◦ Historical information
  ◦ Fun facts

• Not effective (Mustoe, 1999)
  ◦ More attention to catching the villain
  ◦ Guessing
  ◦ Use of almanac
  ◦ Pronunciation of geographical locations
  ◦ City or country?

• Replayable to an extent