

Concept Abstract

AMERICAN MINE

Participants:

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American Mine is an educational video game that aims to stimulate learning in an entertaining and dynamic way, indirectly transmitting relevant information about mining, highlighting those mining countries of America, their characteristic mineral and its use and importance.

This video game allows users to take a tour of different countries in America, collecting the minerals that stand out in each country and allowing them to know the usefulness of each of them. In a didactic way, they will be able to contemplate the simulation of a representative mine at each level. They will have to overcome a series of obstacles that will make it difficult to obtain the mineral. With the help of the collected mineral, they will be able to buy various mining equipment and objects in the video game store that will be used to modify their home, thus becoming aware of how essential each mineral is in our daily lives.

American Mine is aimed at students from different schools in Colombia, who have adopted virtuality as a new means of educational training, seeking that from childhood they have another vision towards mining, since it is a video game that differs from others, because, not only highlights the importance of minerals and their uses in daily life, but also generates a geographical contextualization about the mining that is used in the different countries of America, thus creating an identity and concept of its own that manages to change the perspective of mining, projecting it towards worldwide recognition.

In this way, we seek to reach the people with the greatest influence for the reception of learning, which are: children and adolescents, with a range of 8 to 16 years of age, without limiting the availability for all those who want to have fun and acquire knowledge about mining. Its dissemination will be through student platforms and through social media campaigns: Facebook, Instagram, Messenger, WhatsApp, among others.

To make the video game, a budget of three thousand (3000) dollars will be needed, which will be distributed in design, programming, illustration and production expenses. In addition to these, they will also be allocated to spending on the dissemination and marketing of the American Mina video game.