Evaluating games designed to improve financial capability

The xDelia design and evaluation toolkit

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What is xDelia?

The xDelia project (Xcellence in Decision making through Enhanced Learning in Immersive Applications) www.xdelia.org, is a three-year pan-European project. It uses wearable sensors and serious games to investigate how people’s behavioural habits and emotional states affect their financial decision making.

The project combines research skills and expertise of European partners from different methodological traditions (experimental, economic, field research). These partners will work together to achieve the project goals.

Developing the game evaluation toolkit

Four evaluation tools

- Game design evaluation informed by Jesse Schell's (2008) Game design lenses
- Learning evaluation informed by Jonassen et al.’s (2003) Five attributes of meaningful learning with technology
- Behaviour change evaluation informed by Doshi (2003) and Glanz (2008)
- Financial capability evaluation informed by BSA/FSA Adult Financial capability framework

Macro-evaluation framed by the xDelia design and evaluation framework

The Design and Evaluation framework is being developed in order to help stakeholders of this inter-disciplinary research project develop a shared understanding of project goals and methods by pooling their knowledge of research approaches and methodologies.

Micro-evaluation toolkits guide the evaluation of the learning interventions

The Design and Evaluation framework provides a working collaborative model to capitalise on the different approaches. It uses ongoing participatory evaluation to ensure the development of an integrated set of research questions, optimum use of research instruments and effective collaboration between the different disciplines.