

테이블탑 인터페이스를 활용한 에듀테인먼트 콘텐츠

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1. 서론

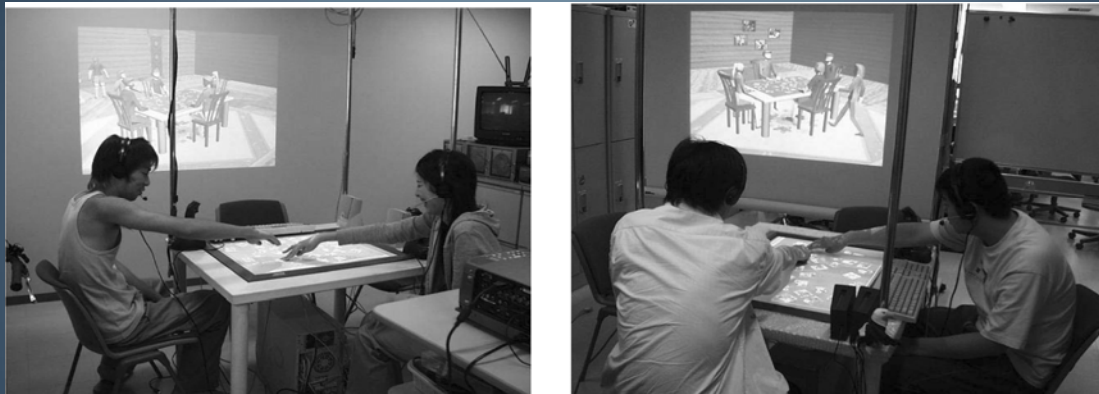
- 교육(Education) 기능과 오락(Entertainment) 기능을 갖추어 사용자들의 학습 효과를 향상시키는 에듀테인먼트 콘텐츠에 대한 연구들도 다양하게 이루어지고 있다

2. 관련연구

- FaTe - *FATE, Fantastic Adventures in Tabletop Entertainment*, is a [generic role-playing game system](#) based on the *FUDGE* gaming system. It has no fixed setting, traits, or genre and is almost entirely customizable. However, it is designed to offer the least possible obstruction to role-playing by assuming that players do not want to make large amounts of dice rolls.
- *FATE* was written by Fred Hicks and Rob Donoghue. *FATE* gained a large number of adherents both for its high level of support, which is unusual for a free game, and for the numerous innovative gaming mechanics.



2. 관련연구



- <http://www.youtube.com/watch?v=LXAqdh4-hcw&hl=ko>
- <http://www.youtube.com/watch?v=J5ra4CxNb8o&hl=ko>

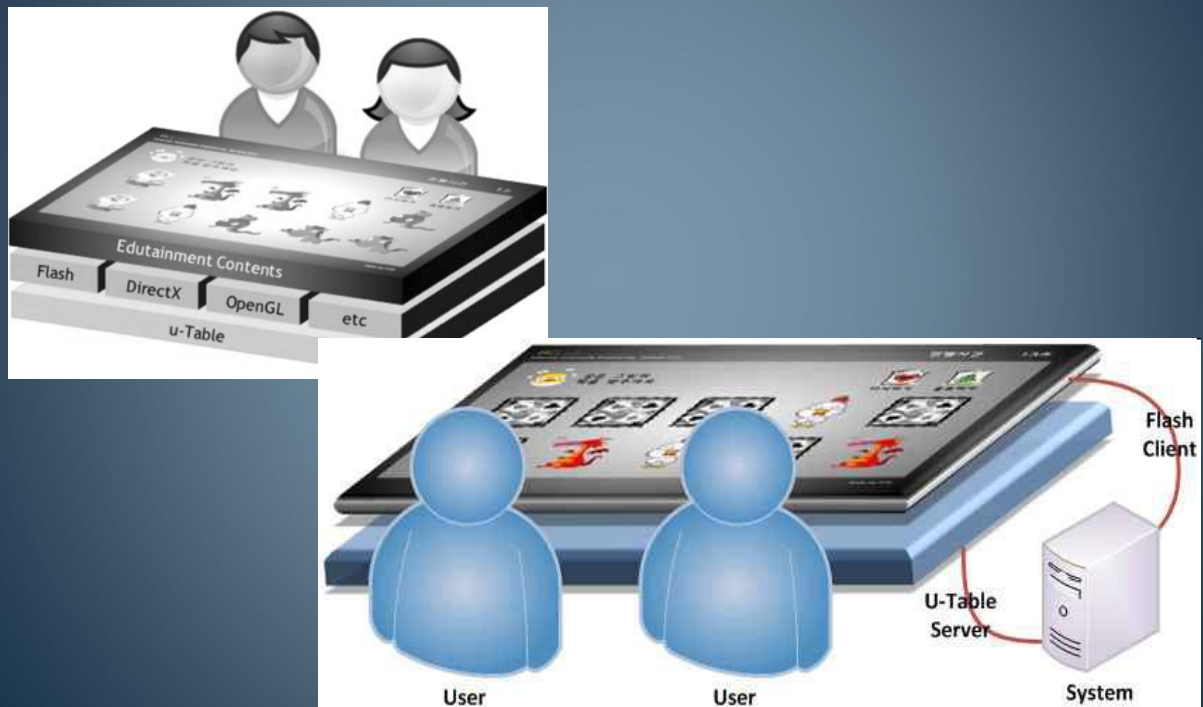
3. 시스템 개요

3.1 유테이블



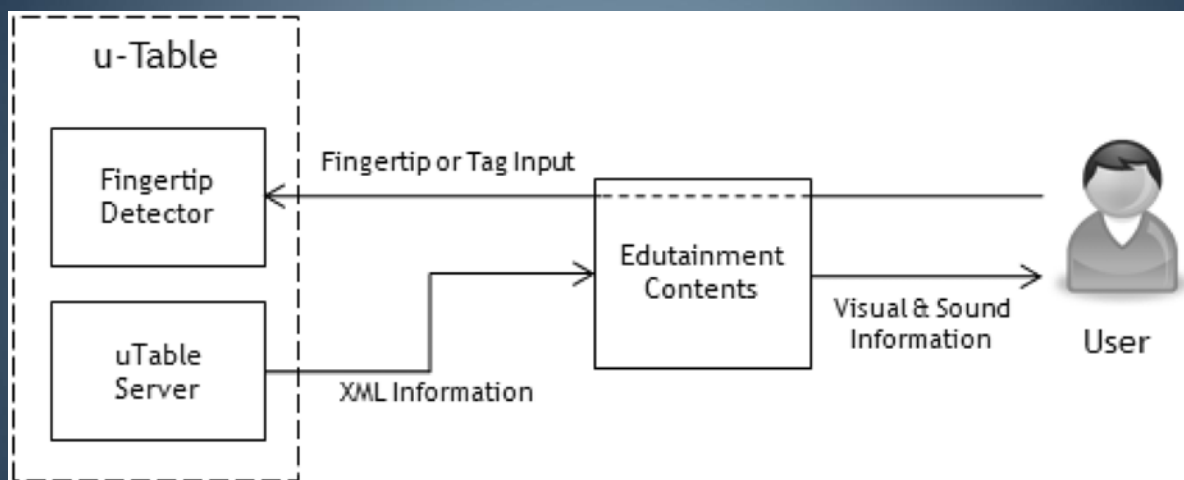
3. 시스템 개요

3.2 콘텐츠 시스템



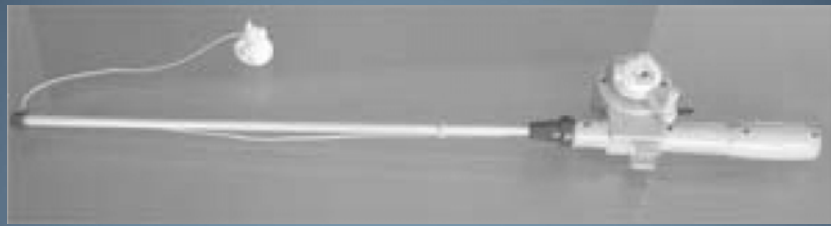
3. 시스템 개요

3.2 콘텐츠 시스템



4. 에듀테인먼트 콘텐츠

4.1 가상낚시



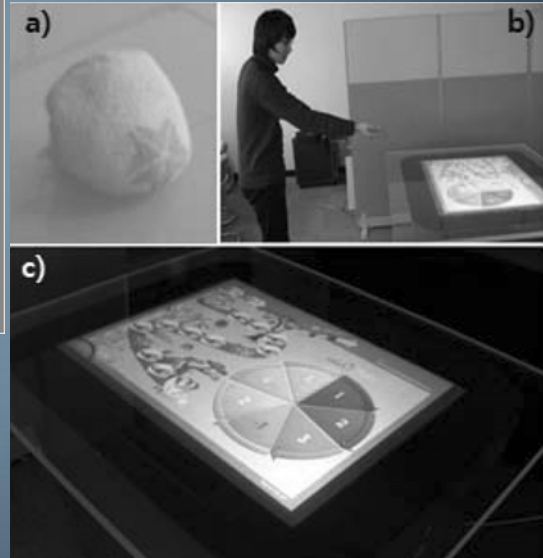
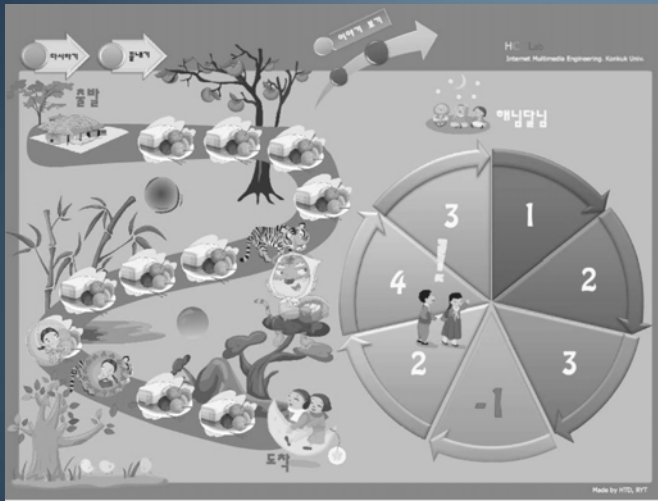
4. 에듀테인먼트 콘텐츠

4.2 단어퍼즐



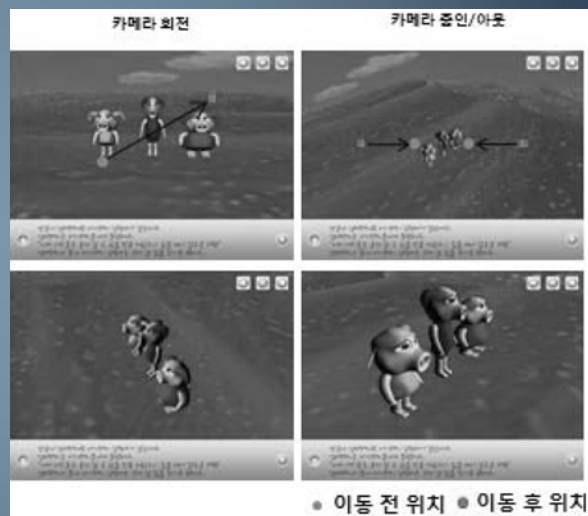
4. 에듀테인먼트 콘텐츠

4.3 해님 달님



4. 에듀테인먼트 콘텐츠

4.4 구연동화



6. 결론 및 향후 연구

