

Generic log files and algorithms developed for educational multiplayer games

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Abstract

There is potential for online multiplayer educational games to play a vital role to measure cognitive and social abilities among students. Educational games can be developed to capture student responses or actions, both shared and unshared, within the game environment. This paper presents a data capturing process in online games with a focus on the structural components required to measure sufficiently. The first part of this paper introduces a suggested structure of the log files and the second part describes generic algorithms used to extract information from the log files to indicate any observable cognitive and non-cognitive processes of the students. The term generic algorithm refers the common applicability of the algorithms to log files across games and students to provide researchers with rich and meaningful data about student behaviours. A considerable number of generic algorithms were developed to extract salient student behaviour from student activity log files, including intent to achieve efficiency in both present and future development of such complex educational endeavours.

Keywords

HTML5, Game, Collaborative, Problem solving, Log file, Generic algorithm.

1.Introduction

The use of online games within education has advanced in recent years and the integration of log file technology and learning analytics has provided a platform from which rich data can be captured about student behaviours and used to measure student learning. Students can be evaluated in real time in an automated method which decreases the time and effort that would be essential for teachers to perceive student performance in the classroom.

The online educational games presented in this study were designed to measure collaborative problem solving. A pair of students is required to work together in order to successfully progress through the game. Common data events are developed across all the tasks that lead to generic log files for the developed games. Once the generic log stream captures data gradually across tasks common skills or behaviours can be recognized within and across tasks.

Therefore, in order to capture the common behaviour of the students through the game, generic algorithms are developed to extract information from generic log files.

The algorithms were developed to capture behaviours that are established regardless of the role and perspective that students were offered with at the beginning of the game.

In order to deliver a reliable experience for students crosswise all browsers, platforms, and devices multiplayer games were developed in this study by CONSTRUCT2 platform that were initially designed by Flash, as part of the Assessment and Teaching of 21st Century Skills (ATC21S™) as presented by Awwal et al [1] and later in HTML5 in another consecutive study that branched out from ATC21S as presented by Alom et al. [2]. To overcome the task specific events and data from HTML5 platform, generic or common events across all the games on CONSTRUCT2 platform are developed to produce generic log files.

CONSTRUCT2 is an HTML5 based two dimensional (2D) game editor which provides the fast creation of games in a drag-and-drop fashion using a graphical editor and a behaviour-based logic system. The games are all dynamic in that students can move objects within their own screen, and across to their partner's screen. These games allow two students to cooperate by sharing resources and communicate through an embedded chat box. To measure the skills

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of students, this facility can be used through their responses or actions within the game environment. An example of one of the developed games (Warehouse) is presented in *Figure 1* and *Figure 2*.

The methodology established by Hesse et al. [3] describes collaborative problem solving as comprised of two dimensions: social (collaborative) and cognitive (problem solving). Social regulation focuses on how students direct the collaborative space and includes negotiating and determining changes, assessing their self and their partner and taking accountability for the solving of the problem. On the other hand, the cognitive dimension refers to the ways in which students manage the problem space and apply their mental or perspective skills.

The games emphasis on collaborative problem solving; some of games were primarily developed by Zoanetti [4] for single student use in computer based problem solving. The development of online games for education has progressed rapidly in current years. The essential for digital games that can be transformed to permit students to play and express themselves during their learning is presented by Marchetti and Valente [5]. The methodology and mixture of the application SimApps within GameScapes is elaborated by Amresh et al. [6] and describes a novel technique of integrating rich narrative based storytelling within short repetitive game play procedure to inspire student learning and progress preservation. To integrate multiplayer use Masuch and Rueger's [7] paper has defined on teaching collaborative game design within a precise platform referred to as OpenCroquet. A generic framework of the game design process, the structure of digital games and the requirements for the use of OpenCroquet as a platform for collaborative game design is described. Generally, there is consensus, with commonly agreed 21st century skills including problem solving, critical thinking, collaboration, information technology literacy and creativity is described by Griffin et al. [8-12]. Construct2 is multiplayer game platform; the web source to develop multiplayer game is described in [13]. We have developed some games on this platform named as animal farm, rocket ship, and flower garden. How to measure the ability of the students using different assessment framework for collaborative problem solving tasks or games are described in [14-19].

The online educational games presented in this study were designed to measure collaborative problem solving, where pairs needed to work together to

successfully progress through the games. Development of games is a challenging effort. This paper discusses good practices and design implications for some of the fundamental elements of such intricate undertakings to yield efficiency in order to enable future scalability and progress.

2.Design of log files

Log files can provide innovative ways to capture, store and analyse what students do and say so that inferences can be drawn to develop further understanding of student learning. Log files were generated from student engagement with the games was used directly to identify actions, interactions and communications between students while solving problems, time allocated to the steps, and lack of action.

A unique feature of the log files designed in this study was that they contain consistent events across games and students. Therefore, all game events are more common, rather than unique to every game played by the students. This allows for easier design, interpretation and analysis of the log files. The log files, capture data consistently so that common behaviours can be readily identified within and across games. Log file analysis can take the form of quantitative or qualitative analysis and can be conducted manually or automatically, this study adopting multiple approaches. As a result, regular patterns of activity or behaviours were identified in the log files. An example of generic log stream data is presented in *Table 2*. Each data event is captured in a new row. The event columns display the common data events and different information about the event across three variable columns. We have also presented a task specific log stream (non-generic) data in an appendix in *Table 8*. Both logs represent different data events for the same tasks for the same team player.

2.1Database structure

Data is collected from the games through the capture of distinct keystrokes and mouse events such as typing, clicking, dragging, cursor movements, hovering time, and action sequences and so on. This data is recorded in the database structure. Each row of the database represents a meaningful piece of information. Each participant's response is recorded as separate attributes as single instances with corresponding user identification, present state, timestamp, record index and other data as deemed necessary by researchers for the task analysis. The database consists of several columns labelled as (id,

student_id, task_id, role, page, event, arg (arg1, arg2, arg3), timestamp.

Id represents the number of the lines sequentially in the log file. Team_id presents the id that links both paired students together, this is the same number. Student_id allows for identification of a particular student. Both students in a pair will have the same number sequence, with a different letter after to differentiate between students. Bundle_id represents the assessment being taken. Task_id allows for identification of which task the events took place. Role helps differentiate between students and is represented by a letter which is the same letter at the end of their student ID (A or B). Page refers to the page in which the event took place within. Event refers to the common data event occurring. These usually refer to the resources and information in the task that are being used. These may vary across tasks for different tasks will use different resources and information. Arg (arg 1, arg 2, arg 3) refer to the variables or arguments that are captured within that. These columns represent more detail information regarding a particular event. Timestamp represents the time and date of the event to milliseconds.

2.2 Event design

The data events capture all actions between students and game, and student, as well as all text entered into the chat box by each student. During game play every action (selection, movement and clicks) and communication completed by each student is captured in the log file in a time linear structure. It is important that every event is captured in the database as each action and communication, even if ineffective for collaborative problem solving, is used to interpret the students' performance and experience in the game. Within log files, multiple actions may occur

simultaneously, so this needs to be clearly distinguished from other activities for both the order of their occurrence as well as a type of the activities.

The most common events designed for the games are labelled as start, move-resource, chat, pass-resource, rule-confirm, select-choice, solution-found, enter-value, team-success, review, summary, share-view, retry. The definition of each event is presented in *Table 1*.

Table 1 Description of each event

Event	Description
Start	Both students have entered the task.
Chat	The student sends a chat in the chat box.
Pass-resource	The student sends resource to partner.
Move-resource	Moves a resource from one place to another.
Enter-value	The student enters text or value into the text box.
Select-choice	The student selects an option.
Team-success	Both players have successfully solved the problem.
Review	Reviews of previous selection/choice/answer.
Rule-confirm	Confirms the rule they have entered/selected.
Retry	Sets all the objects or resources and movement to its initial position.
Finish	Both students have selected to finish the task.
Share-view	Captures the view of each other contents, when Host or player A will click share view button, Peer would be able to see the contents of player A, but would not be able to move or drag.
Solution-found	When the solution is obtained on the task.

Table 2 Database structure of the generic log file

ID	Team_ID	Student_ID	Bundle_ID	Task_ID	Role	Page	Event	Arg1	Arg2	Arg3	Timestamp
1647433	auvarc0033	auvarc0033b	12	ICP0903025	B	1	Request-page	2			22/08/201711:55
1647432	auvarc0033	auvarc0033a	12	ICP0903025	A	1	Request-page	2			22/08/201711:55
1647430	auvarc0033	auvarc0033b	12	ICP0903025	B	1	Select-choice	opB	1		22/08/201711:54
1647431	auvarc0033	auvarc0033b	12	ICP0903025	B	1	Select-choice	result	14		22/08/201711:54
1647429	auvarc0033	auvarc0033a	12	ICP0903025	A	1	Select-choice	opA	1		22/08/201711:54
1647428	auvarc0033	auvarc0033a	12	ICP0903025	A	1	Select-choice	opA	4		22/08/201711:54
1647427	auvarc0033	auvarc0033b	12	ICP0903025	B	0	Request-page	1			22/08/201711:54

16474	auvarc	auvarc003	12	ICP0903	A	0	Request-	1				22/08/2017
26	0033	3a		025			page					11:54
16474	auvarc	auvarc003	12	103	B	1	Finish					22/08/2017
25	0033	3b										11:53
16474	auvarc	auvarc003	12	103	A	1	Finish					22/08/2017
24	0033	3a										11:53
16474	auvarc	auvarc003	12	103	A	1	Chat	used 2				22/08/2017
23	0033	3a										11:50
16474	auvarc	auvarc003	12	103	B	1	Move-	ball5	R	B-R		22/08/2017
22	0033	3b					resource					11:49
16474	auvarc	auvarc003	12	103	A	1	Move-	ball0	R	A-R		22/08/2017
21	0033	3a					resource					11:49
16474	auvarc	auvarc003	12	103	B	1	Move-	ball11	L	B-L		22/08/2017
20	0033	3b					resource					11:49
16474	auvarc	auvarc003	12	100	B	1	Finish					22/08/2017
16	0033	3b										11:47
16474	auvarc	auvarc003	12	100	A	1	Finish					22/08/2017
15	0033	3a										11:47
16474	auvarc	auvarc003	12	100	B	1	Pass-	oil	completed	[0,4]		22/08/2017
11	0033	3b					resource		-transfer			11:44
16474	auvarc	auvarc003	12	100	B	1	Move-	0	base	[0,4]		22/08/2017
12	0033	3b					resource					11:44

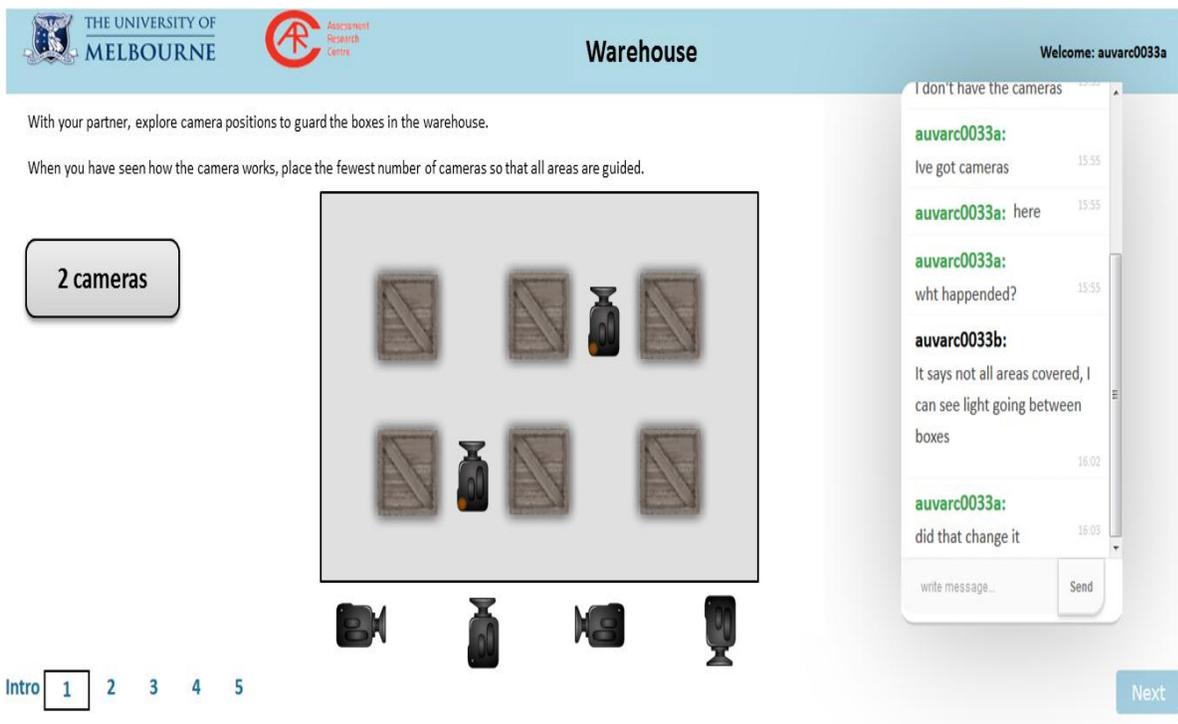


Figure 1 Student A’s screen view for warehouse game

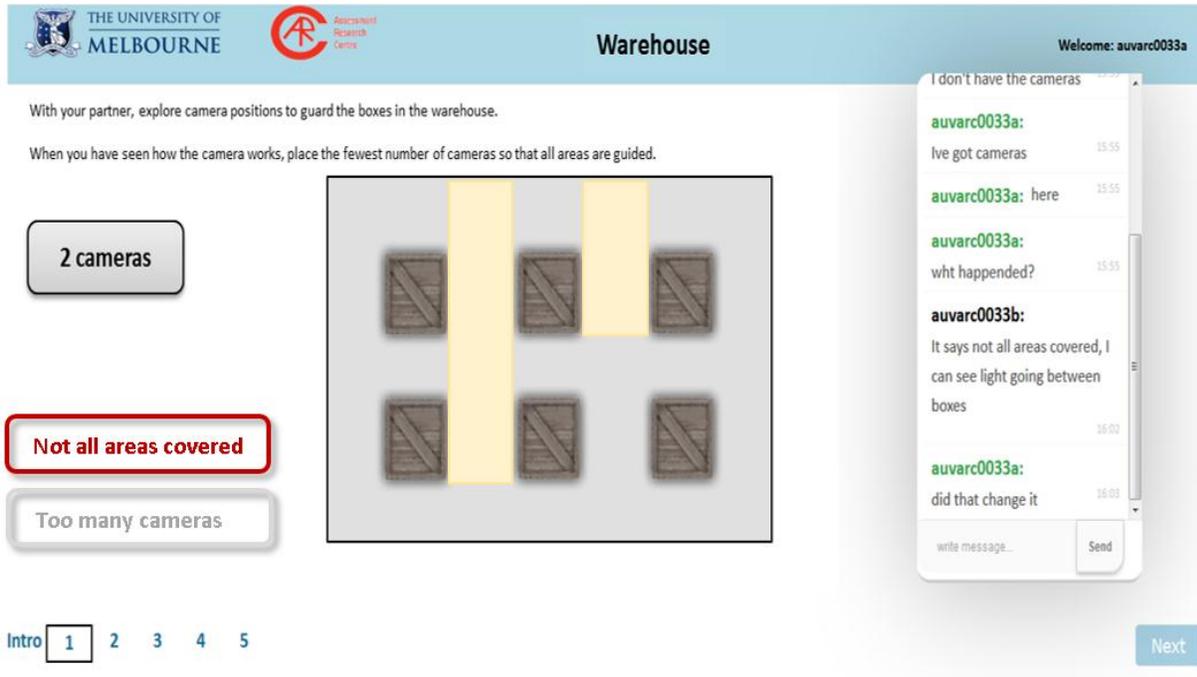


Figure 2 Student B’s screen view of warehouse game

3.Design of algorithm

Sequences of data events, (e.g. Chat-action-chat, action-chat-action) were identified and interpreted in relation to student learning of collaborative problem solving skills. Scoring algorithms were coded to search the log files for the data event sequences.

The scoring algorithms work as an input/output flow. The patterns of events, or indicators identified in the log stream data are considered the input and a record file based upon the algorithms considered the output. The general searching technique of the algorithm is presented in the *Figure 3*. One of the examples of the scored file (generated by the algorithm) is presented in the *Table 4*.

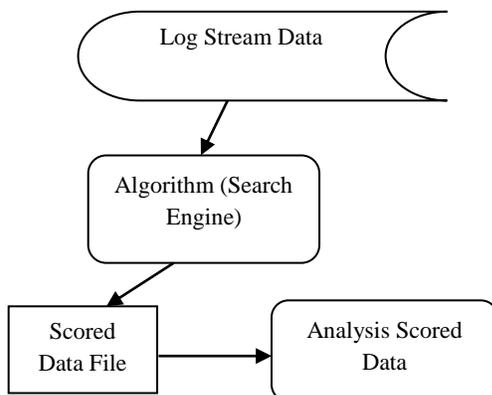


Figure 3 General search technique

4.Method

Each algorithm searches for the data event sequence for every student in each game they play. The algorithms are then treated like items on a test, where a student receives a score of ‘1’ if the algorithm finds that pattern and a ‘0’ if it does not find that pattern. The pattern of responses from the scoring algorithms provides identification of the patterns of events that were found and allow for interpretation of student learning.

An advantage of this approach is that, since generic data events were developed during the data capturing design process, generic algorithms could then be developed. The term generic algorithm refers to the applicability of the patterns across all the games. Two generic algorithms are described in details in section 4.1 and section 4.2. The algorithm presented in section 4.1, represents a chat-chat pattern which suggests that students are responding to one another.

This pattern could measure student communication, interaction and broader social ability.

The algorithm presented in section 4.2, presents an action-action-action. When specific actions are considered in the variable event, this pattern indicates whether the students try each resource in turn or sequentially, and could be used to measure their cognitive skill to work systematically or strategically

to solve a problem. To implement the algorithm the important definitions are presented in *Table 3*.

Table 3 Definitions to implement algorithm

Event	Description
Chat	The information is recorded in the database, when the players communicate with each other using chat box.
Self	Every participant is known as self and his team member is known as a partner.
Id	This represents the number of the lines sequentially in the log file.
Minimum Id	This represents the starting Id of the game.
Maximum Id	This represents the end Id of the game.
Distinct Action	During game play every action (selection, movement and clicks) and communication completed by each student is captured in a log file in a time linear structure. Unique action is referred as distinct action.
Block	Represents repeated occurrence of either chat or Action.

To implement the example algorithm 1 in section 4.1, three steps are described to address the rule of this algorithm ‘to find a pattern of partner chat immediately followed by self-chat’. At step 1, the algorithm search the partner chat Id from the log. Then the algorithm immediately tries to find self-chat after that partner chat Id generated from step1. The algorithm scores ‘1’ in step 3, if the conditions are satisfied in step1 and in step 2, otherwise scores ‘0’.

To implement the example algorithm 2 in section 4.2, three steps are presented to capture the rule of this algorithm ‘to find a block of pattern of three distinct actions by self’. At step 1, the algorithm search for a block of distinct action of self. Then the algorithm at step 2, try to check whether the block generated at step1 is unique/distinct. The algorithm scores the ‘1’ in step 3, if the conditions are satisfied in step1 and in step 2, otherwise scores ‘0’, This process repeat until to finish the whole log.

Table 4 Scored data from the log file after search algorithm

Student ID	Soco001 HEX	Soco001 CLO	Soco001 OIL	Cosy001 HEX	Cosy001 CLO	Cosy001 OIL	Comr001 HEX	Comr001 CLO	Comr001 OIL
auvarc0001a	-1	1	0	0	-1	1	0	0	0
auvarc0001b	-1	0	1	1	-1	0	0	1	0
auvarc0002a	-1	-1	1	1	-1	0	0	0	0
auvarc0002b	-1	-1	1	1	-1	1	0	0	1
auvarc0003a	-1	-1	1	1	-1	0	0	1	0
auvarc0003b	-1	-1	1	1	-1	0	0	0	1
auvarc0007a	1	1	0	1	1	0	0	0	-1
auvarc0007b	0	1	1	1	1	0	0	0	0
auidem0014a	-1	0	1	1	-1	1	0	1	0
auidem0014b	-1	1	1	0	-1	0	0	0	1
auvkon0029a	1	1	1	1	1	0	1	-1	0
auvkon0029b	1	1	1	1	1	0	1	0	0

4.1 Example algorithm 1

Rule: Find a pattern of partner chat immediately followed by SELF chat. If the pattern is found, then score 1; else score 0. If there is no chat from partner, then score -1; means missing value.

Begin

Step 1: Find the partner chat Id from the log file.

Step 2: Find any chat from self immediately followed by partner chat Id.

Step 3: If step 1 and step 2 is found, then score 1, otherwise score 0. If step 1 is not found, then score as missing value -1.

End

4.2 Example algorithm 2

Rule: Find a block of pattern of three distinct actions by self.

Begin

Step 1: Find a block of 3 actions by self, starting from Minimum Id.

Step 2: Check whether the block of actions is distinct or unique at step 1?

Step 3: If step 2 is true, then score the value 1, otherwise try to find the next block until to reach Maximum Id.

Step 4: If step 2 is false, then the Minimum Id of the next block will be the last action Id generated at step 1.

Step 5: If no block found, then score 0. If no action is found then missing value, score-1.

End

5.Experimental results

In this study, there has been a considerable number of the algorithms (more than 600) written in PHP language. PHP is a widely-used open source general-purpose server scripting language designed primarily for web development. The multiplayer architecture is hosted on a remote server and includes several components, including, Linux, Apache HTTP Server, MySQL and PHP [2]. The database is presented as a relational structure and the application packages are configured to support the various target languages and output, the resultant game view at the client's end. The Server is set up just as before, a MySQL database, with PHP support.

In total 42 generic algorithms were developed. To better understand student learning in the game environment the frequency with which each pattern occurred was analyzed. The frequency analysis of Example algorithm 1 indicator is presented in Table 5, for two different games olive oil and laughing clowns. The algorithm indicates that 68% of students in olive oil and 57% in laughing clowns completed the chat-chat pattern. This suggests that greater than half the students demonstrated social skills by responding to one another during game play. 26.2% students were scored as missing means either partner or self-did not participate in chat communication. The percentage is presented for this indicator in the olive oil task in Figure 4. Similarly, the percentage of this indicator for the laughing clown task is presented in Figure 5. Student's interaction and communication in task laughing clown were more than that of the task olive oil (Figure 4 and Figure 7).

Table 5 Percentage distribution of the indicator SOCO001 for olive oil task

Scored value	SOCO001 OIL		SOCO001 CLO	
	Frequency	%	Frequency	%
-1	471	26	277	5.3
0	109	6	1958	37.6
1	1220	68	2972	57.1
Total	1800	100	5207	100

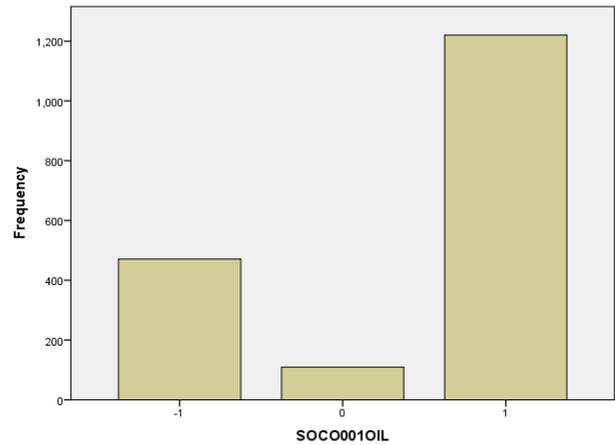


Figure 4 Frequency distribution of the indicator SOCO001 for olive oil task

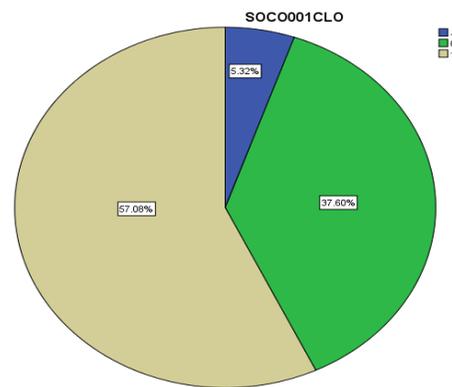


Figure 5 Frequency analysis of the indicator SOCO001 for laughing clown task

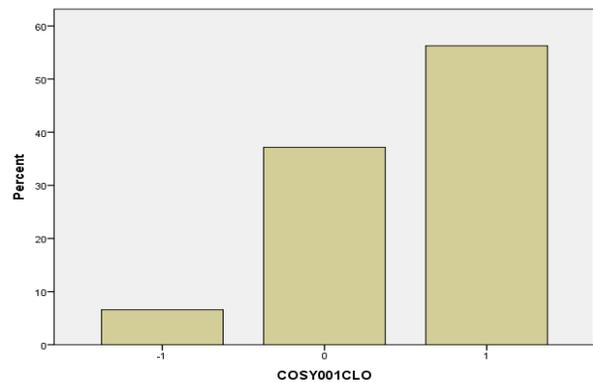


Figure 6 Frequency (in percentage) analysis of the indicator COSY001 for laughing clown task

Example algorithm 2 presents an action-action-action pattern with consideration for the specific activities to identify potential systematicity indicates the behaviour pattern of distinct actions by the student

that leads to the systematic approach whether the students try each resource in turn or sequentially. The graphical representation of this indicator for the olive oil and the laughing clown task is presented in *Figure 6*, and *Figure 7*. These 2 graphs show that the students were more systematic about doing action on the task olive oil than that of laughing clown. The necessity for development of games of this complexity is efficiency. *Table 6* presents a comparison of development time and coding length of two if the ATC21S™ games: olive oil and balance beam. We have presented the coding efficiency improvement for CONSTRUCT2 platform in [20].

Searching time of the algorithms is presented in *Table 7*. From the searching time, it is evident that the time for generic algorithms are consistent across the game with respect to the number of participants in the game. Although non-generic algorithm taking less time to extract information from log files, but these non-generic algorithms are task specific not applicable across all the tasks. Non-generic algorithms are also simple to extract information from the log file. Most of the generic algorithm finds the behaviors pattern from the whole log which takes search time bit longer.

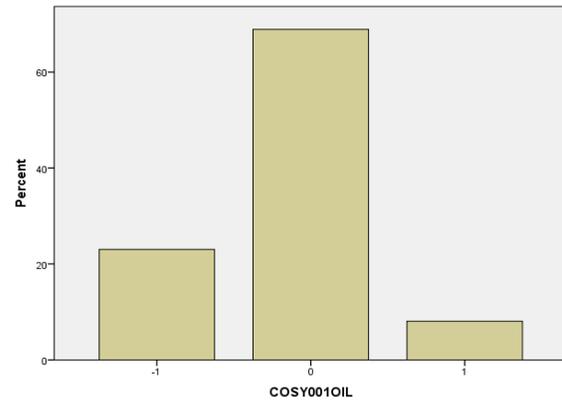


Figure 7 Frequency (in percentage) analysis of the indicator COSY001 of olive oil task

Table 6 Comparison of game completion time and coding complexity [20]

Platform	Game name	Time taken	Coding length
HTML5	Olive Oil	One month	3738 lines
Construct2	Olive Oil	Three Days	1723 lines
HTML5	Balance Beam	Two months	29369 lines
Construct2	Balance Beam	Two weeks	17913 lines

Table 7 Searching time of algorithms

No. of records in database	Game name	Type of log file	Type of algorithm	Total no. of algorithms	Time taken	No. of students participated in game
1.6 million	Animal farm	Generic	Generic	42	13.4 minutes	624
	Warehouse	Generic	Generic	42	12.3 minutes	301
	Rocket ship	Generic	Generic	42	15 minutes	848
1.99 million	Olive oil	Not generic	Game specific	20	28.8 seconds	2189
	Balance	Not generic	Game specific	11	1.02 minutes	3545
	Game of 20	Not generic	Game specific	31	49.5 seconds	2483
	Small Pyramid	Not generic	Game specific	36	27.5 seconds	1055

6. Discussion

It is apparent from the log file extraction process that common behavior patterns can be found across students and tasks. The generalized algorithm has played a role in identifying, coding, searching, and extracting of behaviours from generic log files. The behavioural patterns are common across students, tasks, and assessments are an essential emphasis in

this study. From the analysis of algorithms across assessments it was clear that fewer students communicated with, their partner before to reaching the final goal or solution in the first game in each assessment than they did in subsequent games. Students communicated more repeatedly as each assessment progressed and communication became easier.

The algorithms identify whether students respond to their partner, answer their questions, and incorporate their partner's contributions into their own activities. These give a measure of a student's ability to value the contributions that others make. This is also a critical skill in the definition of collaboration outlined by the Partnerships 21 framework [21]. Some algorithms identify the student's ability to communicate knowledge and share resources which are aligned with a perspective of measuring interaction in collaborative tasks [22]. Given that action is considered to be the best indication of student willingness and readiness to be successful in collaborative problem solving tasks [23], it is covered well in the assessment through some algorithms.

The majority of algorithms measure the social behaviour, while the remainder measures the cognitive behaviour. Social behaviour refers to student engagement with the task, the extent to which they persevere to solve the problem and how well they interact with others. Social behaviour also focuses on the quality of the interaction between students during collaborative problem solving such as how students respond and adapt to one another. Generally, the cognitive dimension refers to the ways in which students manage the problem space and apply their reasoning skills.

7. Conclusion

The games were developed based on the principles of common features and event structure. Common game features are a significant strategy to permit easy identification of common behaviours across games. These common features allow the same search algorithm to be applied to each game in order to identify, code and extract information from log files. In this study, we describe the generic algorithms that capture the observable behaviours from log files generated from multiplayer educational games. The generic algorithm is used to make inferences about the performance of the students demonstrated in the game. In essence, the generic algorithms capture information from the log files that reflects the social and cognitive skills of the students. Time complexity analysis, efficiency of the generic algorithms to capture generic logs from CONSTRUCT2 platform, over search algorithms to capture logs from HTML5 platform is the future research work.

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Conflicts of interest

The authors have no conflicts of interest to declare.

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