

# Louisiana Lou

## Using Internet Flash Games For Education

By Grace Baker

### Background

The website MediaNOLA is a comprehensive wiki of information pertaining to the New Orleans film industry of the 1910's. However, while New Orleans' film history is still relevant to the current day, the time period has had very little exposure, and many don't know New Orleans even had a film industry. Thus, I created a web-based videogame, *Louisiana Lou*, which could educate people about this period of history, as well as direct traffic to MediaNOLA.

### Method

Creating a web-based videogame is a multistep process. First, I had to research the time period and write a script. Then came creating graphics, which I did through photoshop and flash. Finally, I used Stencyl to program the game.

### Stencyl

Stencyl is a program designed to help those with little programming experience to create their own web and phone games. While some basic programming knowledge is required, Stencyl keeps code organized and allows for click-and-drag level design. The program is free and can be found online.

### On Edutainment

Edutainment – videogames which both educate and entertain – has been around for decades now. However, *Louisiana Lou* takes a different approach. By taking the format of a role playing game, *Louisiana Lou* will allow players in some measure to experience what it was like to live in that time period. Thus, *Louisiana Lou* will inspire players to be active participants in learning, and to hopefully pursue further knowledge on their own.



**NEWCOMB**

Newcomb College Institute of Tulane University



**Media NOLA**

