**TerraLand** is a high-end 3D roleplay adventure game that helps Informatics students develop strategic thinking and problem solving skills. It introduces conceptually difficult computing concepts, such as sorting, functions and recursion by presenting the student with interactive challenges and activities relative to the subject matter.

These core curriculum skills are maintained and developed because students are motivated by the fun and challenging nature of a game environment. This sense of ‘play’ leads to a greater sense of competency through practice and mastery.

A gaming template is also planned for adaptation to a wide range of disciplines.

This project brought together Content Experts from Informatics and Learning Designers, Programmers and Graphic Designers from CEDIR using ESDF funding.

For further information visit: cedir.uow.edu.au/posters/terraland or contact Jo Abrantes.

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**Improving problem solving through play**

**TerraLand**

Innovative solutions to support next generation students to engage in core curriculum learning

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**Students often encounter cognitive overload as a result of needing to learn multiple skills simultaneously.**

The Informatics example below illustrates this relationship.

**When learning a computer programming language**

- **Learning language syntax**
- **Developing logic design skills**
- **Learning to use program development environment**

**TerraLand** introduces students to these three aspects separately in an engaging and entertaining way.