

Learning Objectives – Bible Quest Game

Instructional Goal:

To help youth develop a deeper understanding of Bible stories, enhance scripture recall, and draw out life-affirming moral lessons through an engaging, gamified learning experience.

Upon successful completion of this game, learners will be able to:

Cognitive Objectives

1. **Identify key characters, events, and verses** from selected Bible passages.
2. **Recall scripture-based information** under timed conditions to build memory and quick reasoning.
3. **Recognize moral themes and lessons** embedded in Bible stories (e.g., honesty, courage, humility, faithfulness).
4. **Apply biblical principles** to real-life decision-making scenarios and personal reflections.

Affective (Values-Based) Objectives

5. **Demonstrate an appreciation** for the wisdom found in scripture as a tool for personal growth.
6. **Reflect on how the themes of each story** can influence personal behavior and interpersonal relationships.
7. **Foster a deeper curiosity** toward the Bible or other spiritual/moral texts as a source of guidance.

Skill-Based Objectives (Psychomotor / Digital Literacy)

8. **Navigate a multi-stage gamified interface** using buttons, timers, and interactive prompts.
9. **Earn and download stage-specific digital badges** upon successful question completion.
10. **Engage with audio-visual feedback** (e.g., narrated story pages) following correct answers for reinforcement.

Target Audience Profile – Bible Quest Game

Primary Audience:

Youth aged 13–25, with a general interest in personal development, faith-based learning, or interactive education. While the content is rooted in the Bible, the design emphasizes **universal values and character-building**, making it inclusive for learners across religious and cultural backgrounds.

Demographics

- **Age Range:** 13–25 years
- **Education Level:** Secondary to early tertiary education
- **Location:** Global (focus on English-speaking learners, with potential for localization)
- **Technology Access:** Smartphones, tablets, or computers with internet or local LMS access

Psychographics

- **Digital Natives:** Comfortable with game apps, social platforms, and self-paced e-learning.
- **Value-Oriented:** Interested in identity, purpose, morality, and making sense of life through stories.

- **Faith Curious:** Includes both practicing Christian youth and others open to learning from Scripture as moral literature.
- **Motivated by Rewards:** Respond positively to gamified experiences—timers, badges, levels, and progress tracking.

Learning Preferences

- **Visual & Auditory Learners:** Engage well with animations, narrations, and story-based content.
- **Interactive Learners:** Prefer clicking, choosing, solving, and experiencing rather than passively reading.
- **Reflective Learners:** Appreciate a follow-up explanation or story that connects content to real life.
- **Socially Conscious:** Want learning to feel relevant, empowering, and rooted in values that impact behavior.

Learner Challenges

- Difficulty staying focused during traditional Bible study formats.
- Limited ability to retain scripture or apply it to real-life decisions.
- Growing up in cultures that may devalue moral instruction or spiritual education.

- Overwhelmed by negative media influences and lacking positive content alternatives.

What They Need

- A **fun and modern way** to explore faith, values, and self-reflection.
- A learning experience that is **non-preachy** but meaningful and personally engaging.
- A sense of **achievement and growth** tied to both learning and personal development.