Diary: SimCityEDU

# January 30th, 2015

**School Is In**

This mission requires players to place bus stations strategically so that students from remote areas can have access to education. I have six bus stations to place. First of all, I know that people from residential zones will have children to be enrolled at school. Furthermore, I figure out that there is one main road that runs from one end of the city to the other end, and this main road is majorly composed of residential zones. Therefore, I decide to place three bus stations on this main road: one at the beginning of residential zone, one at the middle, and the last one at where residential zone meets commercial zone. This left me with four bus stations left. On the right of the main road, I placed one station at the upper right side, one at the lower right side. On the left of the main road, because the upper left is already the school, therefore, I only placed one station at the lower left side. Lastly, I clicked on the school, then clicked “Edit”, and purchased an additional bus. After two minutes, I clicked “All Done” and received a Gold Medal.

**We Need Jobs!**

This mission requires players to create jobs for citizens, so that the city can achieve full employment. I re-designed the zones of this city to achieve the mission. First of all, I would place commercial zone at the heart of the city, within an area of approximately four blocks. Then, I would place residential zones surrounding the commercial zone. Lastly, the outermost area is for industrial zones, and this zone composed most of the city. Why do I place industries more than commercial zones? It is because theoretically, industries generate more jobs. Commercial zones are shopping malls and shopping malls only need a small amount of laborers as cashier, security, etc. Meanwhile, industries require more laborers to produce goods. Therefore, I would place more industrial zones than commercial zones. I wait for around five to six minutes until the gauge at the left hand side reach 1,000 jobs, then I clicked “All Done” and received a Gold Medal.

**Pollutions Problems**

This mission requires players to reduce pollution and reduce the Air Quality Index from 160 to below 50. First of all, I know that the origin of bad air quality is from coal power. Why? It is because these power plants generate non-green energy and emit poisonous gas to the atmosphere. In order to fix this, I created green power plant, specifically solar energy and wind energy. Second of all, I know that my budget is $45,000. A large wind energy plant costs $15,000 and a large solar energy plant costs $23,500. If I place one large wind energy plant and one large solar energy plant, I will have $6,500 leftover. I purchased that and deactivate one coal power plant. Why only one coal power plant but not all? It is because that wind and solar energy can’t provide as much energy as coal power, therefore, we still need to keep a small amount of coal power to avoid power blackout. Thirdly, I expanded commercial zone from 2 blocks to 5 blocks in order to receive more money, as I believe that industrial zone is already sufficient and commercial zone generate more money. I used this money to create one more large wind power plant, as I expect that to generate an additional of $8,000 (requirement for additional wind power plant) is faster than $17,000 (requirement for additional solar power plant). After all of these, the Air Quality Index reduced to 50, and then I clicked “All Done”. I received a Gold Medal.

**It’s Complicated**

This mission requires player to create 3,000 jobs and maintain an Air Quality Index below 50 in order to win the Gold Medal. First of all, I will turn those area at the outermost of the city into industrial zone, and placed one solar and one wind energy plant at this new area. When placing these two energy plants, I also deactivated two coal power plants at the city center. Furthermore, I will turn several blocks of residential zone in the city center into commercial zone to create more jobs. After these initial changes, I will wait for a while for the city to earn its money. After it earned a sufficient amount of money, I will build one more large wind power plant, as solar power plant requires more money. If I want to build solar power plant, it will be almost the end of the game already, therefore, it will not be effective as wind power plant, despite that solar power plant generates more electricity. When the clock said 1 minutes left, I will deactivated one coal power plant at the outer city, to have the AQI fall lower than 50, but won’t affect many jobs in the city at the moment. That is what I expected, but it turned out that it is harder to reach 3,000 jobs. I believed that next time, I should try to have more industrial zones rather than commercial, as industrial generates more jobs. Alongside, I will only focus on solar power plants in order to effectively reduce pollution of the city.

Diary: Argument War

Today, I played a game called Argument War. This game taught me debate techniques that would be useful to back up a point that I’m fighting for. Furthermore, it also gave players cases for them to learn analytic skills. It taught me of basic law codes, such as the laws of human rights. For example, there is a case about Martin Luther King and segregation. This case taught me of human rights laws in order to support the view of Martin Luther King and other African Americans. I believed that these laws are not just applicable to game situations but also in real life, and especially, it will be handy for anyone who is interested in being a lawyer.

Diary: Game over Gopher

Today, I played a game called Game over Gopher and I really liked it. Because I love Math, especially algebra, therefore, I really like how the game teaches coordinates to students. It taught students of each quadrant on the coordinate plane, locate a point accordingly to a given coordinate through an interesting adventure to save the carrot from gophers. Similar to all other games, this game started easily and each round can be passed easily. However, as you continue playing, the game can be a bit challenging by placing time limits and increasing the gophers. The purpose of this is to train students to be professional at coordinates by quickly identify those points. Overall, Game over Gopher is not just only a game about the adventure to save the carrot from gophers, but also an algebra lesson on coordinates.

Diary: Slice Fractions

Today, I played a game called *Slice Fractions* in ICT class. *Slice Fractions* is an educational game, where it teaches students about the concept of fraction, as well as how to calculate them, either through addition, subtraction, multiplication, division, or mixed of operations. When I played this game, I find that the concept of slicing to eliminate similar to *Cut the Rope*, a well-known game which appears on various mobile devices’ operation systems. I believe that the pros of this game is that it can teach students fraction in a more entertaining way, and that its overall concept, or instruction, is popular enough so that everyone can get familiar to the game easily. However, the con of this game, which is similar to all other games on the market right now, is that it can be addictive and brings undesirable affect towards your productivity on other subjects. I believe that this negative side of the game can be overcome by dividing your time properly and following it strictly, such as you will allow yourself to play 15 minutes between study breaks, and after 15 minutes passed, you must say to yourself to stop playing the game and get back to your study.