



# Muscogee County School District

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## **For Immediate Release**

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## **MEDIA RELEASE**

### **Spencer Team Wins 2<sup>nd</sup> Place in the Largest Modeling, Simulation and Training Conference in the World**

**(Columbus, GA)**-A team of three students at William Henry Spencer High School, Andre Carter, Randall Ratliff, and Robert Richards earn 2<sup>nd</sup> place at the Interservice/Industry Training Simulation and Education Conference (I/ITSEC) in Orlando, Florida in the Future Leaders Pavilion (FLP). FLP is a branch of the conference that provides a venue for secondary students to demonstrate technical projects focused on modeling, simulation and training.

The team developed and presented a game/simulation, VirtuScript: The High School Edition, which targets eighth and ninth grade students. It allows a student entering high school to first select a basic avatar and customize the gender and skin tone. As the student progresses successfully through the game/simulation, he or she is able to enhance the appearance of the avatar by selecting clothing and shoes.

Next, the student selects a career pathway based on their interests. Once the pathway is selected a virtual transcript is developed that outlines course requirements and other pertinent information. In addition to words, the transcript has graphics, which represent the various sections.

The student proceeds to attend the virtual school by following the assigned schedule. This virtual school consists of a standards-based question and answer section related to the first block class. After each class block, the student is awarded points that can be used to purchase clothing for the avatar.

In addition to the questions, the students have access to a study guide and information on high school extra-curricular activities. To win the entire game, the student must

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complete each grade level and reach graduation. The goal of this game/simulation is to provide a tool to increase student motivation and awareness of high school requirements.

The Spencer team submitted an eight page research paper and abstract. Over five months, they developed a story board to present to the gaming team and a presentation with the game embedded. The gaming team includes: Gavin Kerr, Lowell Luckey, Tyreke Tanner, Nicholas Langston, Veronica Todd, Flora Amable, Brittney Green and Barry Coleman. The game project was beta tested with random Spencer High students, teachers and administrators who offered feedback during the preparation process.

Upon arrival in Orlando, the students of the William Spencer High School Computer Science and Game Design Magnet presented the project approximately 20 times daily. Now students are researching for next year's project and plan to collaborate with Dr. Wayne Summers of the Columbus State University School of Computer Science.

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