



# Success\_Quest

“ Our game uses a mix of events and challenges that explore key themes and leverage existing community resources to help high schoolers prepare for adult life. ”

Students complete **three types of activities** to earn points toward prizes and discounts from local businesses.



Each activity centers on a **key theme** related to adulthood.



**JOB SEARCH &  
CAREER PATH**



**PERSONAL  
FINANCE**



**INDEPENDENCE  
& LIFE SKILLS**



**HEALTHY  
RELATIONSHIPS**



**EMBRACING  
COMMUNITY**

Participation is open to **all high school students** near Muncie, IN.

Our model can be **replicated** for students in other communities.





# Success\_Quest



How might we leverage the collective expertise of the local community to help high school students feel more prepared for adulthood?



## Audience

Muncie Central High School sits on the northern edge of downtown and serves 1,600 students in Muncie, Indiana.

An additional 1,900 students attend high schools just outside of Muncie: Delta HS, Wes-Del HS, and Yorktown HS.

## Project Mentors

To leverage existing resources within the community, the project team collaborated with local organizations that serve youth in Muncie, Indiana.

These organizations include Big Brothers Big Sisters, Boys & Girls Club, Jobs for American Graduates, Project Leadership, Youth Opportunity Center, and Indiana Youth Institute.

## Problem

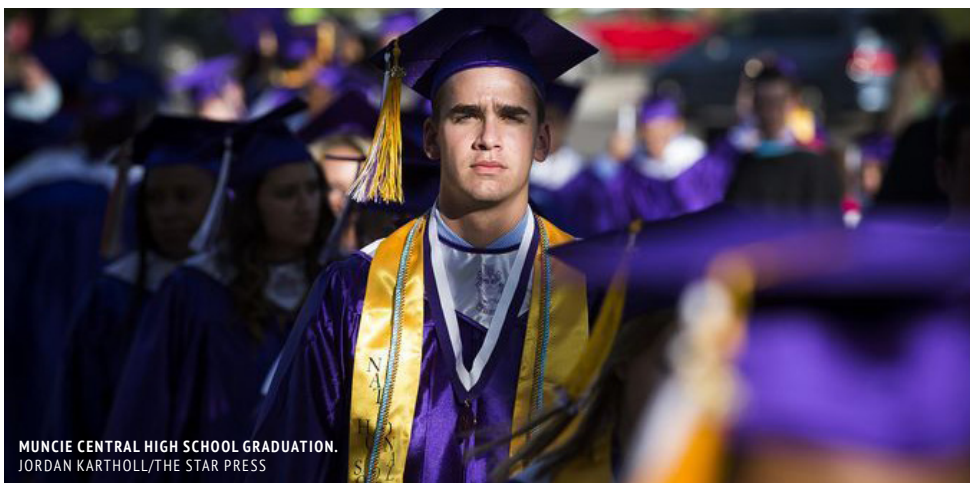
Less than 50 percent of US high school students graduate feeling prepared to face challenges of adult life (YouthTruth survey, 2015). Students in the Muncie area have access to several programs that encourage them to explore their interests and continue their education, but many of these programs struggle with publicity, have high barriers to entry, or are restricted to a specific category of students.

The project team pursued the question: **“How might we use the collective expertise of the local community to help high school students transition to adulthood?”**

## Solution

Our project will help high schoolers prepare for life after graduation through the development of a digital and physical game that uses a mix of live events, local challenges, and digital content to introduce and explore key themes of adult life.

To develop **Success Quest**, our team used a user-centered design process that incorporates feedback from local high school students, recent high school graduates, and youth-focused organizations throughout the research, design, and testing phases of this project. Our model for **Success Quest** can be replicated for students in other communities and allows for flexibility in integrating the needs and resources of each place.



MUNCIE CENTRAL HIGH SCHOOL GRADUATION.  
JORDAN KARTHOLL/THE STAR PRESS

## Play Success Quest

- Sign up and check out each mission using a smartphone or computer.
- Earn points and prizes by completing each mission—pick activities from a list of digital and local challenges that tie into the theme of the mission.
- Each mission ends with a closing event with food, speakers, games, and prizes.
- Play individually or with friends. Compete on a points leaderboard as part of a class or group.

## About the Center for Emerging Media Design & Development

Ball State University's Center for Emerging Media Design & Development is a holistic learning environment pairing a traditional graduate curriculum (year one) with an experiential lab where students partner with real clients to solve problems in user-centered research, design, and testing (year two). *Learn more about the projects created by EMDD graduate students:* <http://centerforemdd.com>