

SUMMARY OF MASTER’S DISSERTATION

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<p style="text-align: center;">Title</p> <p style="text-align: center;">Development of a Career Choice Experience Game to Promote the Improvement of Career Awareness for High School Students</p>			
<p>Abstract</p> <p>As a result of excessive focus on entrance exams of universities or employment in career guidance at high schools, it has been pointed out that the number of high school students who go on to higher education with little awareness of their career paths is increasing, and that high school students tend to postpone their choices and decisions due to the difficulty of choosing a career path.</p> <p>The purpose of this study is to develop a gaming simulation that gives high school students who are worried about their career paths awareness of their career choice behavior, and encourages them to improve their career consciousness.</p> <p>Previous research has proposed career guidance methods such as tools that direct career choice through the connection with occupational goals, as well as occupational experience, and gaming simulation to experience occupational life. There are however challenges in providing support for career choice decisions since the methods may be based on the premise that there is a vocational goal, and their purposes may be to acquire vocational knowledge.</p> <p>In this research, the author developed a career choice experience game to address these issues. For listing problems of career guidance and investigating each problem when selecting a career, the author performed a case analysis through interviews, and a theoretical analysis of previous research, and defined the specifications of the game that allows simulated experience of actual career tasks. The developed game gets the players to become a close friend of a fictitious person who appears in the game, and support the friend in choosing a career path in college, employment, marriage, and childbirth. From the perspective of a third party, participants can experience simulated career choice while consulting with each other.</p> <p>This research conducted experiments, having the players experience the game. In the questionnaire survey, the author got the results that 7 out of 8 high school students who participated in the experiment became aware of the career choice behavior, and 5 got influence on their own course selection. From the interview survey, the author confirmed usefulness of the game; with this game, unlike normal career guidance, students can actively think about their careers and talk with parents and friends without hesitation about career difficulties they tend to avoid. In addition, the author received answers from university students and working adults who chose carriers at high school, referring to usefulness of experiencing this game in high school.</p> <p>The author thus confirmed that the game developed in this study is useful for giving awareness of career selection behavior to high school students who are worried about their career paths, and for promoting their career awareness.</p>			
<p>Key Word(5words)</p> <p>Career awareness , career choice behavior , gaming , simulated experience , high school students</p>			