

Open Source Mobile Games for Education

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Abstract

The purpose of this paper is to present and analyse the Eurosmobil's open source Java ME mobile games, with particular stress on technical details. These games are MIDP 2.0 / CLDC 1.0 and 1.1 applications that were created as a business activity by a Hungarian mobile game developer company, called Eurosmobil. At the present time, within the framework of a project TAMOP granted by the Hungarian National Office for Research and Technology, we are working on a book to ensure that education could successfully use these opened games.

Keywords: Open source, mobile games, Java ME, mobile game-based learning

MSC: 94-04 Explicit machine computation and programs, 97R80 Recreational computing

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