

Building the 3D game "Children Working"

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Abstract: Research and development of a 3D educational game for children with the theme 'Children Working'. The project aims to meet the need for education through play, helping children better understand various jobs in society. The research method includes integrating empirical evidence from educational theory and 3D graphics techniques to build an interactive game system. The project is expected to provide engaging learning experiences while contributing to the comprehensive development of children.

Keywords: Educational games, 3D graphics, learning through play, graphic techniques, interactive systems