

A game was designed to improve the reading enjoyability for students in primary schools. Research has shown that the reading enjoyability depends on 3 things: selecting a book, reading it, and reacting to it. From that theory a game was developed to enhance the process of reacting to a book and to make the children talk about what they have read. A card game was designed, where a person should pick one of the cards that would describe the book best and describe the book to the other players. The other players would then have to guess which card was chosen. In that way the children would talk about the book which should in turn make them enjoy the reading of books more.