

Take it to the Next Level: Video Games in Education

What is Hard Fun? – www.papert.org

“It’s hard. It’s fun. It’s LOGO.” (1st Grader)

“This kid called the work fun because it was hard rather than in spite of being hard.”

“How do we make writing become hard fun?” (Seymour Papert)

Marc Prensky – www.marcprensky.com

Digital Game Based Learning (2001)

Digital Natives, Digital Immigrants (2001)

Don’t Bother Me Mom - I’m Learning! (2006)

James Paul Gee - http://website.education.wisc.edu/gls/people_gee.htm

What Video Games Have to Teach Us About Learning and Literacy (2003)

Situated Language and Learning (2004)

Why Video Games are Good For Your Soul (2005)

Clark Aldrich – <http://learningcircuits.blogspot.com>

Simulations and the Future of Learning (2004)

Learning by Doing (2005)

Virtual Leader – www.simulearn.net

simSchool – www.simschool.org

Web-Based Games – www.funbrain.com

Play in your browser

Mostly FREE

Engaging and content related

Great for younger students

Commercial Off The Shelf (COTS) Games

Teachers may not be able to develop a cutting edge game, but many games can be repurposed.

“Instead of embedding a game into learning, it is possible to embed learning into a game.” (Downes, 2005)

Civilization III – www.civ3.com

Real Time Strategy

Systems Content

Social Studies Concepts

Complexity, flexibility, replayability

Failure and choice

Kurt Squire’s Dissertation (2004)

Kurt Squire - <http://website.education.wisc.edu/kdsquire/>

25% complained the game was too hard, complicated and uninteresting.

25% loved playing the game, thought it was a “perfect way to learn history”, and a highlight of their year.

Students played the game in different ways, leading to different understandings.

Playing games does not appeal to everyone, and no one game appeals to all gamers.

Educational Technology

Enhancing Student Achievement

Making History – www.making-history.com

Designed for education!

Assessment features

Successfully piloted

Dimexian – www.dimexian.com

Homework just got harder!

Learn Math or Die Trying.

Neverwinter Nights -

Role Playing Game (RPG)

Toolset for user-made content

Teachers can be gamemasters (GMs)

MIT's Revolution Mod – www.educationarcade.org/revolution/

Serious Games – www.seriousgames.org

A purpose other than entertainment...

Games that Educate, Train, and Inform

Education, Government, Health, First Response, Science...

Games for Change – www.gamesforchange.org

Games meant to “effect positive social change”

The WFP's Food Force - www.food-force.com

Global Kid's playing for keeps. - www.globalkids.org

PeaceMaker – www.peacemakergame.org

Games in Education Resources

Education Arcade - www.educationarcade.org

Games, Learning and Society - www.glsconference.org

Serious Games Summit - www.seriousgamessummit.com

Bill MacKenty's Blog (a great place to start!) - www.mackenty.org/learn/teachers

Reflection

How might you use video games with your students?

What would your next steps be?

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