



Massively Multiplayer Schools: Are MMORPGs The Future of Education?

Description:

Massively Multiplayer Online Role-Playing Games are engaging and motivating. Can they also support context-embedded, inquiry-driven, and socially negotiated learning - while encouraging reflection, metacognition, and positive social change?

Abstract:

Formal K12 education remains much as it did a century ago, but in the era of the Internet, cell phones, and videogames, students have changed. Videogames and simulations show potential as engaging and motivating learning environments. MMORPGs in particular have social and cooperative elements that might be valuable for educational purposes. However, despite a breadth of research about videogames and learning in general, the potential uses of MMORPGs in education are poorly understood. Therefore, the presenter completed a formal study to inquire into potential applications of MMORPGs as constructivist learning environments in K12 education, and to understand related benefits and drawbacks. Two pillars of theory supported this study: constructivist learning theory and digital game-based learning theory. The study used a panel of experts including industry professionals, academics, and practicing educators. The consensus of the panel's predictions, and the dissenting perspectives, will be reported in this session.

Note:

This is a presentation of an academic paper, the presenter's doctoral dissertation. The study will be completed in the fall of 2007.