

# IP&T 520: EDUCATIONAL GAMES

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# T/L STATEMENTS

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- **Conciseness**
- **Organizational** - Not directing the reader through your argument. I see this as a good example of the 5-paragraph essay.
- **Evidence** - Many were based on experiences, but what if your experiences were wrong? Can you base your beliefs on theory, logic, or evidence of some kind?
- sounding too much like a job pitch
- talking about teaching as "effort" and "empathy" but not really talking about what a teacher should do.
- remember that you may have nonmember readers and employers. Can you express the same sentiments in secular terms?



# ORGANIZATION

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1. Introduction: My overarching theory is X. Here is some evidence / logic for why you should agree with me. I believe there are 3 main principles to successfully doing X. They are: A, B, C.
2. Principle 1, theoretical evidence, practical example
3. (P1 is connected to P2) Principle 2, theoretical evidence, practical example
4. (P2 is connected to P3) Principle 3, theoretical evidence, practical example
5. Conclusion: why I believe X is the most sound theory for understanding teaching / learning, although I am still learning myself.



# AN EASY TEST ...

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- Can a non-expert read your paper and reconstruct your outline just from the way it is written?
- Will they understand the flow of the argument?




[HTTP://IT.COE.UGA.EDU/WWILD/PPTGAMES/](http://it.coe.uga.edu/wwild/pptgames/)

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[WWILD Team Home](#)

Homemade  
**PowerPoint**  
Games



*It's better because it's homemade!*

[Home](#) | [Games](#) | [Creating One](#) | [Teacher Resources](#) | [Other Resources](#) | [Project Information](#) | [Publications & Presentations](#)

<a href="#"><u>PPT Games</u></a>	<a href="#"><u>Creating a Game</u></a>
<a href="#"><u>Teacher Resources</u></a>	<a href="#"><u>Project Information</u></a>



# WHAT WOULD YOU SAY?

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“Oh, you’re in instructional technology? Can you answer a question I’ve always had? Why are there no good educational video games? With all the great entertainment video games out there, why do all the educational video games stink so bad?”



# FLOW

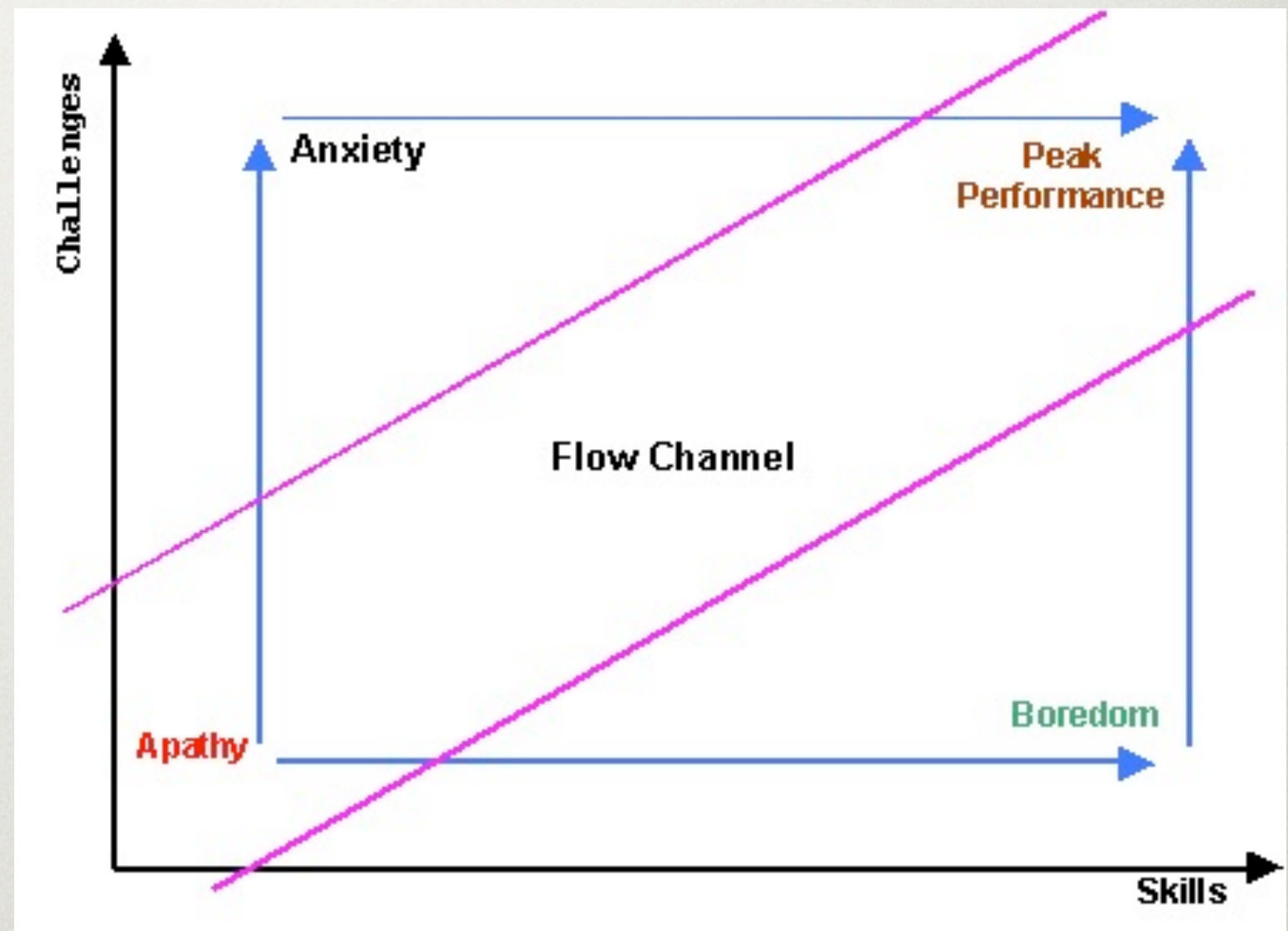
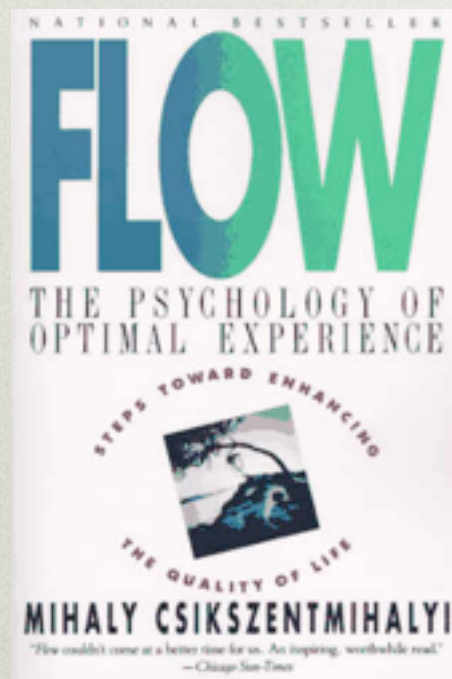
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# FIND THE FLOW



Dr. Mihaly Csikszentmihalyi



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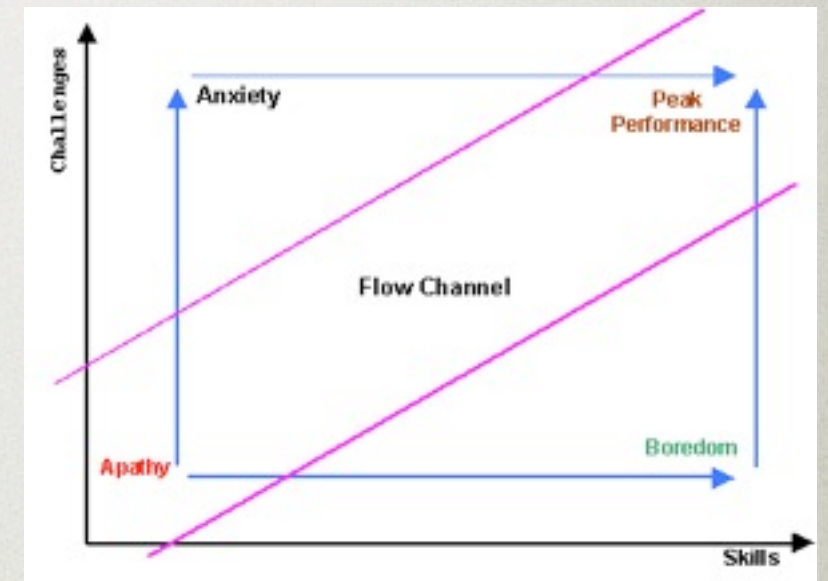
# FIND THE FLOW

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**Hakkarainen et. al:** “[Expertise is] characterized by continuous efforts to surpass one's earlier achievements and work at the edge of one's competence”

**Csikzentmihalyi:** Flow occurs from pushing yourself to complete an intrinsically interesting project just beyond your expertise.

**Keith Sawyer:** *Group Flow* occurs from shared goals, deep listening, complete concentration, group autonomy, ego blending, equal participation, familiarity, constant communication, idea elaboration, and frequent failure, and successful failure.





# THE “HACKER” ETHIC

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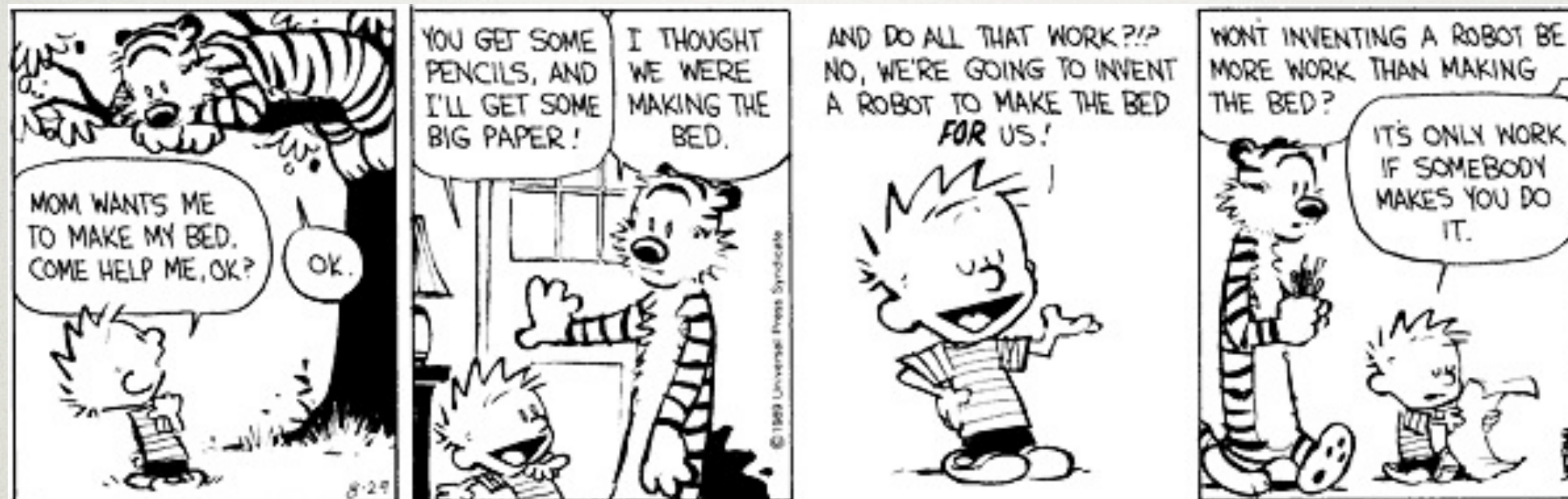
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# THE “HACKER” ETHIC

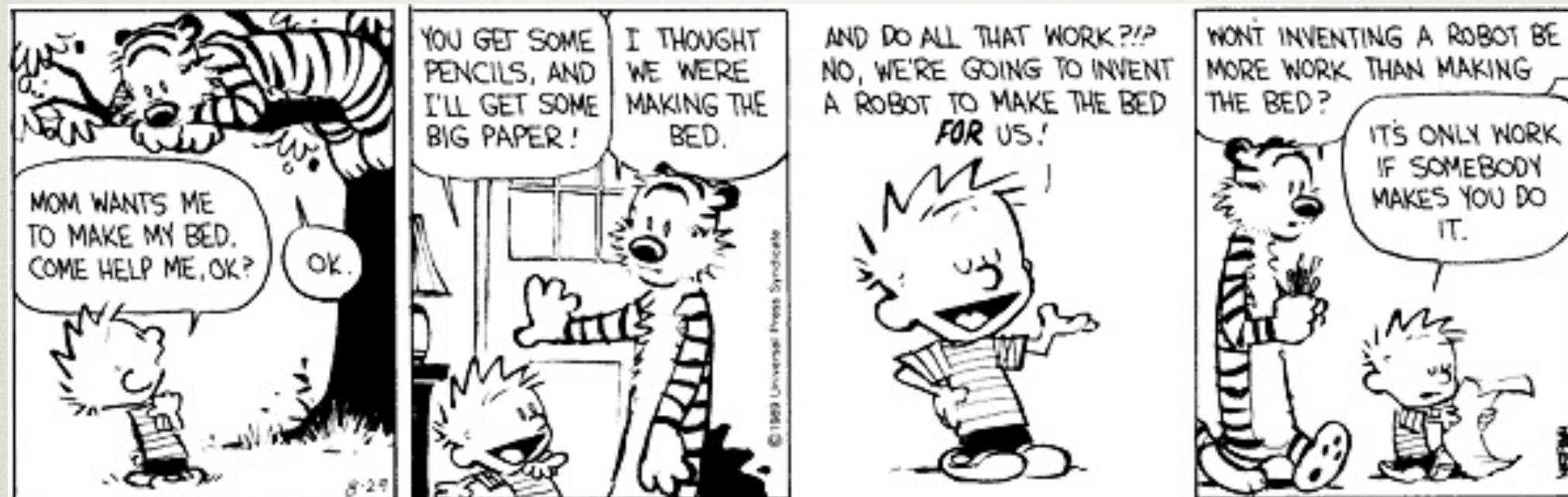
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# THE “HACKER” ETHIC

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**Himanen:** Motivated by the complexity of real-world problems, deep concern and care for the work, and dedication to quality. They find work to be fun and almost like a game.

**Raymond:** “To do the Unix philosophy right, you have to be loyal to excellence. You have to believe that software is a craft worth all the intelligence and passion you can muster . . . you need to *care*. You need to *play*. You need to be willing to *explore*.”



# FINDING THE FUN

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Show spoonful of sugar from Mary Poppins. In every task that must be done, there is an element of fun. You find the fun and snap, the job's a game!"



# WHAT MOTIVATES US?

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Show GoAnimate: “Drive: The surprising truth about what motivates us” on youtube



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# **WHAT KINDS OF LEARNING CAN BE FACILITATED BY PLAY?**



# MEMORIZING?

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# MEMORIZING?

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- Timez Attack



# MEMORIZING?

---

- Timez Attack
- Carmen Sandiego



# MEMORIZING?

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- Timez Attack
- Carmen Sandiego
- Catchphrase



# **ANALYZING/PROBLEM SOLVING?**

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# ANALYZING/PROBLEM SOLVING?

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- SimCity
- Quest Atlantis



# CREATING?

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- Scratch



# PRODUCT DEVELOPMENT?

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# PRODUCT DEVELOPMENT?

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- Google
- 3M
- Gore (Keith Sawyer clip)



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**IS THERE ANYTHING THAT  
CAN'T BE TAUGHT WELL  
THROUGH GAMES?**



# OK, HOW ABOUT US?

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- Interview a professional
  - Understand how real IPT work is done and how you can prepare to do it; define career goals and trajectory
- Group paper
  - Master APA style and graduate-level writing; understand trends in journals and angles not yet fully explored; become familiar with academic research norms; learn how to read academic papers and extract key info
- Letter Home
  - Understand the nature of our field and your role within it; synthesize readings to create a complete understanding of our field
- Review of reading each day
  - To motivate study and analysis of each reading assignment
  - Promote effective group discussion



# JOHN SEELY BROWN ON SOCIAL GAMING

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# HOW WOULD WE APPLY IT?

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You suggest to your boss that your team could solve an instructional design problem by creating opportunities for learning through play. She balks at the idea and asks, “if you were to do that, *what principles would guide you so it was useful play*, and not just meaningless?”



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# **ASSIGNMENT TALK**



# INTERVIEW WITH A PRO

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- Due Nov. 17
- A 30-minute interview or 4 hours job shadowing
- Someone “in our field” - email me with questions
- Ask about:
  - What their job is like
  - Challenges/ positive aspects
  - best way to prepare while in graduate school for this work
  - how did *they* come to this job?
  - What technical skills have they needed?
  - What literature (theories, models, approaches) are they based in?
  - Conferences? Organizations? Publications? Other questions?
  - what’s the future of the field



# LETTER HOME

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- Explain: our field, how it developed, current foci, and your role in this field (future jobs, your own angle, etc.)
- 2-3 pages
- Cite readings from class!
- Include a 30-second “elevator” version as an abstract



# BACK TO CONFERENCES

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Which conferences should you attend?



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- Instructional Design

- AECT, PIDT, ICLS, SALT, CSCL

- Education

- AERA, AEA,

- HPT

- ASTD, AHRD, ISPI

- Technology

- AACE, ISTE



KNOW your area of expertise

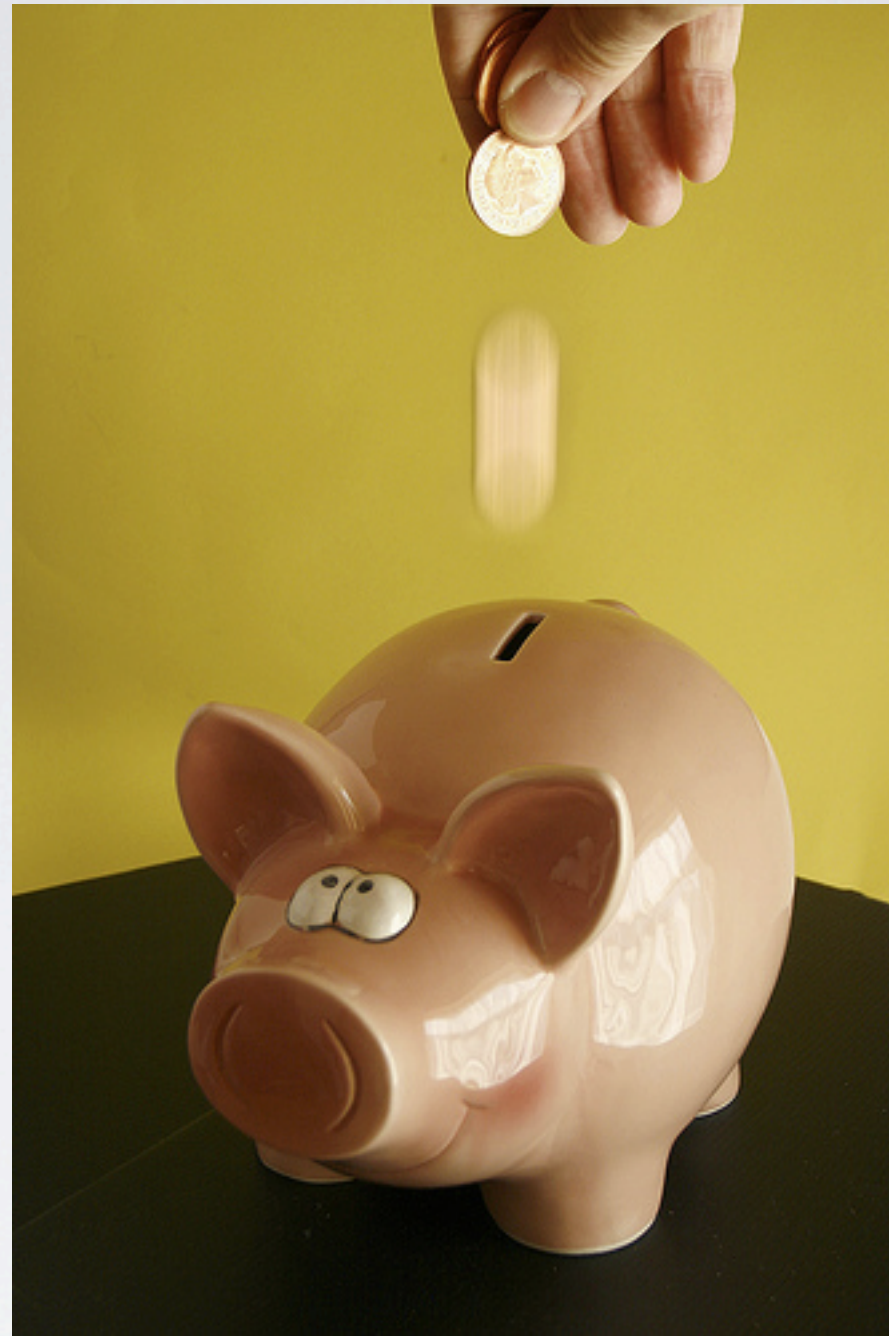
But Read and attend outside your field  
of expertise as well

Some of your best ideas may come at  
the crossroads.



- slide 6 - [NKP Photography](#) (09/17/08)





DON'T BE (TOO) CHEAP



**BUT I AM CHEAP! :-)**

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# **BUT I AM CHEAP! :-)**

---

- Room with friends



# **BUT I AM CHEAP! :-)**

---

- Room with friends
- Find a cheaper hotel within walking distance



# **BUT I AM CHEAP! :-)**

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- Room with friends
- Find a cheaper hotel within walking distance
- Spend your money on networking meals



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- Volunteer



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- \$300 if you present



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- \$300 if you present
- Register early



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- Apply for awards



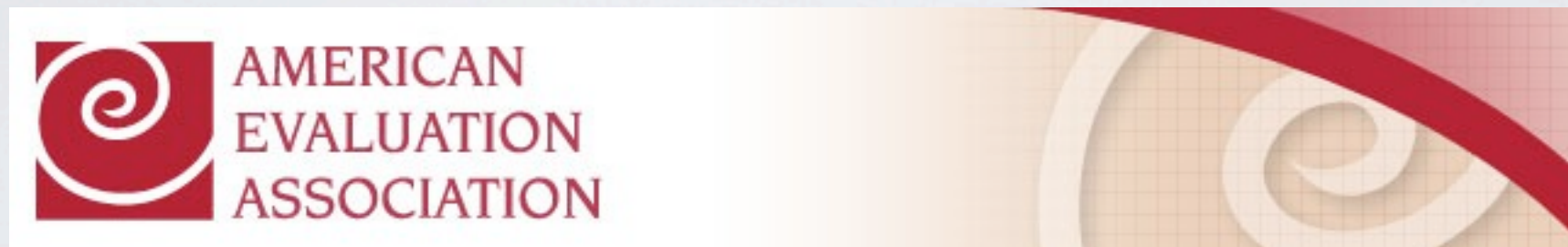
# **BUT I AM CHEAP! :-)**

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- Spend your money on networking meals
- Volunteer
- \$300 if you present
- Register early
- Apply for awards
- ING accounts



# GET INVOLVED!





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Pick based on

- Professional fit
- And how you like the community  
(networking potential)



# How?

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# How?

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- Attend committee meetings



# How?

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- Sign up for manageable (but visible) responsibilities



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- Ask your adviser about PIDT



# How?

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- Attend committee meetings
- Sign up for manageable (but visible) responsibilities
- Perform diligently
- Attend dinners
- Ask your adviser about PIDT
- AECT summer leadership conference



# GETTING THE MOST FROM THE EXPERIENCE

---



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- Attend well-known presenters



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- Attend other presenters in your area.
- Know before you go (2-3 choices per time slot)
- Attend social events
- Talk to everybody



# GETTING THE MOST FROM THE EXPERIENCE

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- Attend other presenters in your area.
- Know before you go (2-3 choices per time slot)
- Attend social events
- Talk to everybody
- Try not to eat alone



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- Attend board meetings if invited
- Volunteer strategically



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- Attend social events
- Talk to everybody
- Try not to eat alone
- Attend keynotes
- Attend board meetings if invited
- Volunteer strategically
- Know the hierarchy (special sessions, papers, roundtables, posters)



# TIPS FROM ABBY

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- Have a Plan
- Bring business cards
- Linger after sessions
- Don't be too cheap
- Get help from faculty
- Do the uncomfortable
- Pay it forward



Dr. Abby Hawkins, 2009 ECT Intern



# APA FORMAT

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- Yes it stinks, but do it anyway :-)
- Download an APA template
- Pay special attention to:
  - Headings
  - citation style
  - references
  - period spacing
  - figures/tables
  - block quotes
  - page numbers



# READ WHAT YOU NEED!

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When dealing with APA, read for APA style, particularly in writing up your thesis / dissertation



# SOURCES OF HELP

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- APA for Novices
- Editors recommended by the Dean's office
- Graduate school technical writing
- IP&T 750
- Second-language course
- Each other!



# PUBLICATIONS

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- In your area, what do you think are the tier 1 journals? Why?



# PUBLICATIONS

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# PUBLICATIONS

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- Why does journal quality matter?



# PUBLICATIONS

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- Why does journal quality matter?
- How do you know if a journal is high quality?



# PUBLICATIONS

---

- Why does journal quality matter?
- How do you know if a journal is high quality?
  - Rigor



# PUBLICATIONS

---

- Why does journal quality matter?
- How do you know if a journal is high quality?
  - Rigor
  - Impact



# PUBLICATIONS

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- Why does journal quality matter?
- How do you know if a journal is high quality?
  - Rigor
  - Impact
  - Prestige



# FOR NEXT TIME ...

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- Read Ch. 17 about informal learning for Wednesday
- Annotate
- For next week: Scan / copy one chapter from Handbook of Distance Education (in Rick's box)
- Article outlines due today!
- Next journal presentation: AJDE on Nov. 1



# ASSIGNMENT

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- Go to copyright assignment page
- View copyright videos
- Post on your blog, something new that you learned
- Find two student/teacher videos and critique them on your blog. How well and in what ways did they or did they not follow copyright