Our Agenda

• Discuss the benefits of educational games & interactive websites
• Explore examples of educational games & interactive websites
• Evaluate educational games
### Facts about Digital-Based Game Learning

<table>
<thead>
<tr>
<th>How Much</th>
<th>Players/Activities</th>
</tr>
</thead>
<tbody>
<tr>
<td>92%</td>
<td>Ages 2-17</td>
</tr>
<tr>
<td>6.5 hours/7 hrs (LD)</td>
<td>In front of electric screen</td>
</tr>
<tr>
<td>60%</td>
<td>All Americans</td>
</tr>
<tr>
<td>Most prevalent</td>
<td>Video technology</td>
</tr>
<tr>
<td>Most multi-child homes</td>
<td>Video games</td>
</tr>
</tbody>
</table>
What about Classrooms?

- 79% of teachers are women
- Average age = 46
- Some states, 60% over age 50
- Out dated equipment
- Non-engaging use of technology
- Not frequent users of technology
- 300% increase in students with LD
Interactive Websites (IW)

- Engage students by providing information and resources
  - Practice
  - Simulations
  - Other learning activities
- Highly interactive, content-rich simulations

http://www.eduscapes.com/tap/topic86.htm
Digital Game-Based Learning (DGBL)

- Uniting educational content with a computer or online game
- Versatile
- Motivates via fun
What’s the Difference?

IW
- Rules/instructions
- Curr alignment
- Feedback

DGBL
- Rules/goals
- Curr alignment
- Feedback
- Conflict/competition/challenge
- Interaction
Benefits of DGBL

- Expands vocabulary
- Enhances logic thinking skills
- Enhances reading & observation skills
- Provides common knowledge & real-life experience
- Promotes both long-term memory and transfer
Evaluating DGBL

Look for

- Logistical information
- Curriculum alignment
- Appropriateness
- Social development
- Technical requirements
- Engagement
Gagne’s 9 Events of Instruction

1. Gaining attention
2. Informing learner of lesson objective(s)
3. Stimulating recall of prior learning
4. Presenting stimuli with distinctive features
5. Providing learning guidance
6. Elicit performance
7. Provide feedback
8. Assessing performance
9. Enhance retention and transfer
Looking at DGBL & Gagne

- The Magic School Bus (Elementary)
- Matching Words (Elementary)
- SimCity (Secondary)
- Civilization III (Secondary)
- Rise of Nations (Secondary)
Looking at IW

- **Characters** (Elementary)
- **Virtual Math Manipulatives** (P-12)
- **eSkeltons Project** (Secondary)
- **MarsQuest Online** (Secondary)
Thank You

Toni Stokes Jones, Ph.D.
people.emich.edu/ncopeland

Nancy Copeland, Ed.D.
people.emich.edu/tjones1