Playful Learning Part 1

The Unrealized Superpower Of Games

Or

What is our vision of education’s future?

Do you need convincing?

Do you need research?

Wisconsin Institute for Discovery

LEARNING games NETWORK

School of Education
UNIVERSITY OF WISCONSIN-MADISON

ASU Mary Lou Fulton Teachers College

CENTER FOR
GAMES & IMPACT
game-infused solutions to society's biggest challenges


BILL & MELINDA GATES foundation
Bill & Melinda Gates Foundation
The innovative ARX middle school curriculum games, Doctors Cure and Mystery of Taiga River, were produced with generous support from the Gates Foundation
advancing children's learning in a digital age
Cooney Center at Sesame Workshop
Together we investigate how families and educators can leverage digital media technologies to help children develop 21st century skills.
E-Line Media
Our E-Line partnership is founded on the premise that unlocking the power of games to genuinely engage, educate and empower youth is a challenging, but solvable problem.
intel
Intel
We collaborate on game-infused solutions for teacher digital professional development and creating tech solutions for digital literacy for women and girls in Africa.
MacArthur Foundation
MacArthur Foundation
Funds and resources from the MacArthur Foundation help advance many impact-based research projects and game-infused solutions for learning and civic engagement.
NSF
National Science Foundation
NSF funds support our impact-based research, whitepaper, and roundtable initiatives, as well as the Boone's Meadow math game (in partnership with Vanderbilt).
ASU Walter Cronkite School of Journalism and Mass Communication
ARIZONA STATE UNIVERSITY
New Media Innovation Lab
An interdisciplinary innovation collaboration to teach journalism students newsgame design and investigate game-infused solutions for impact in journalism.
PBS
PBS
We are working to bring game-infused virtual worlds and systems thinking projects for kids to life in collaboration with the Public Broadcasting Service.
USAID
FROM THE AMERICAN PEOPLE
USAID
Working with E-Line, NetHope, and USAID, we explore innovative tools that use the power of technology to engage young people in the digital and real world.

Who?

Universities

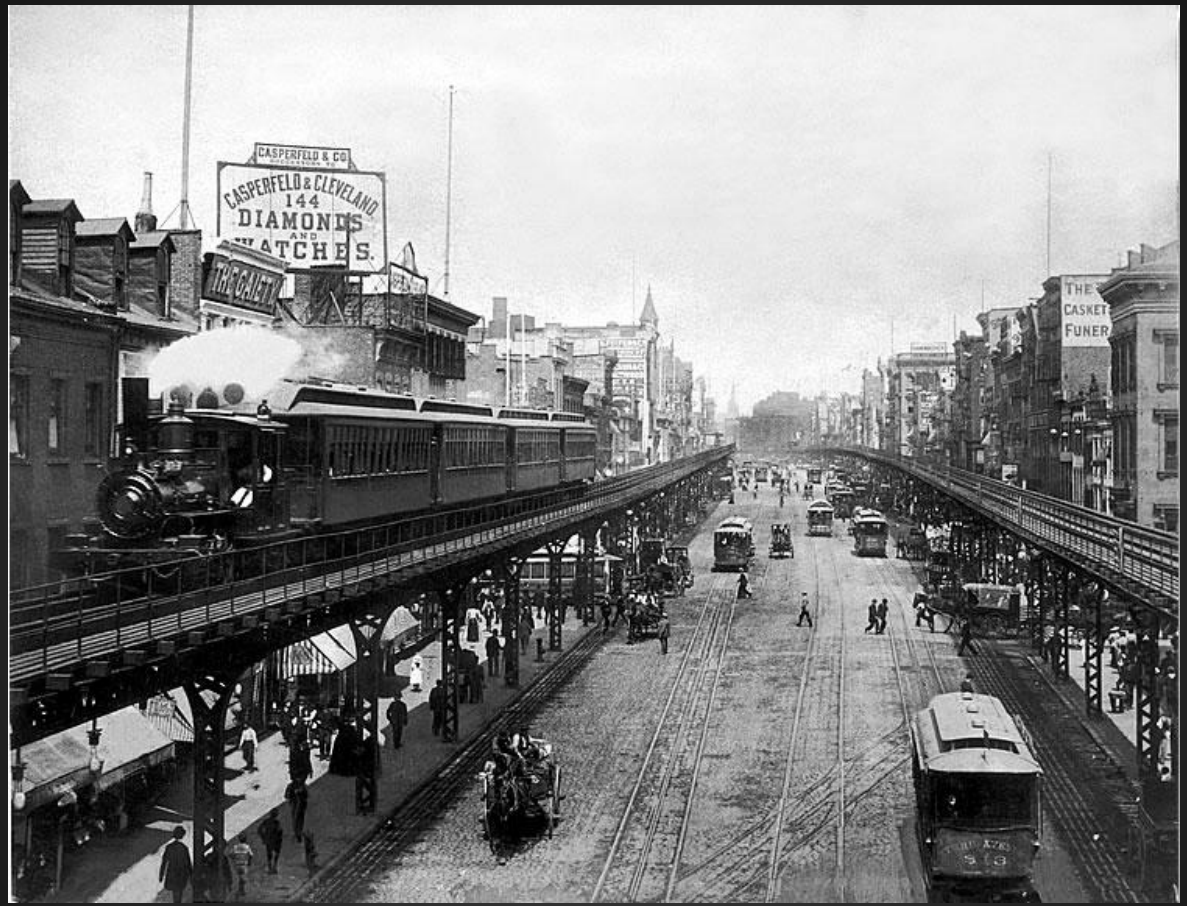
Companies….Serious Games.

5 Companies Using Gamification to Boost Business Results

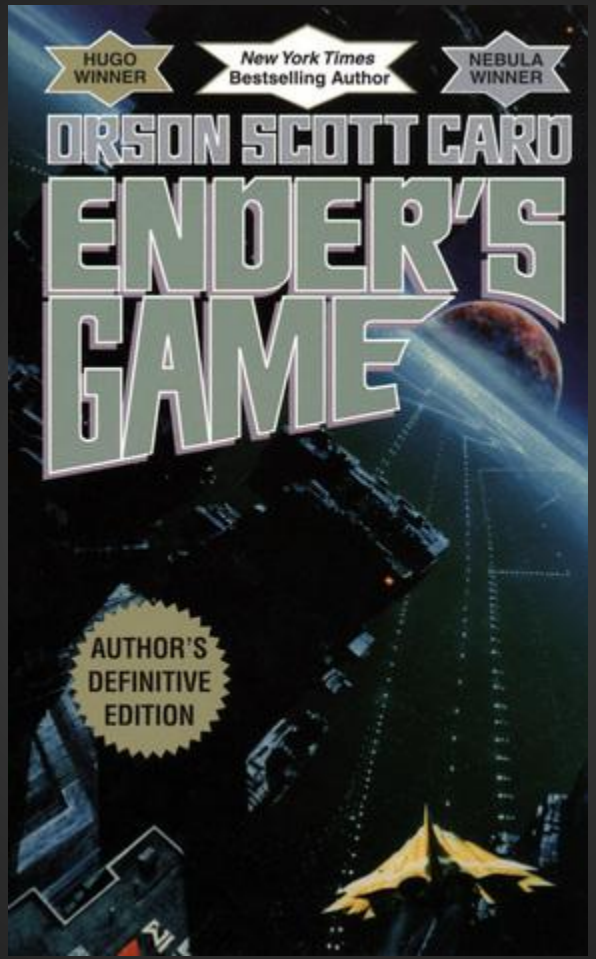
What questions need to be asked?

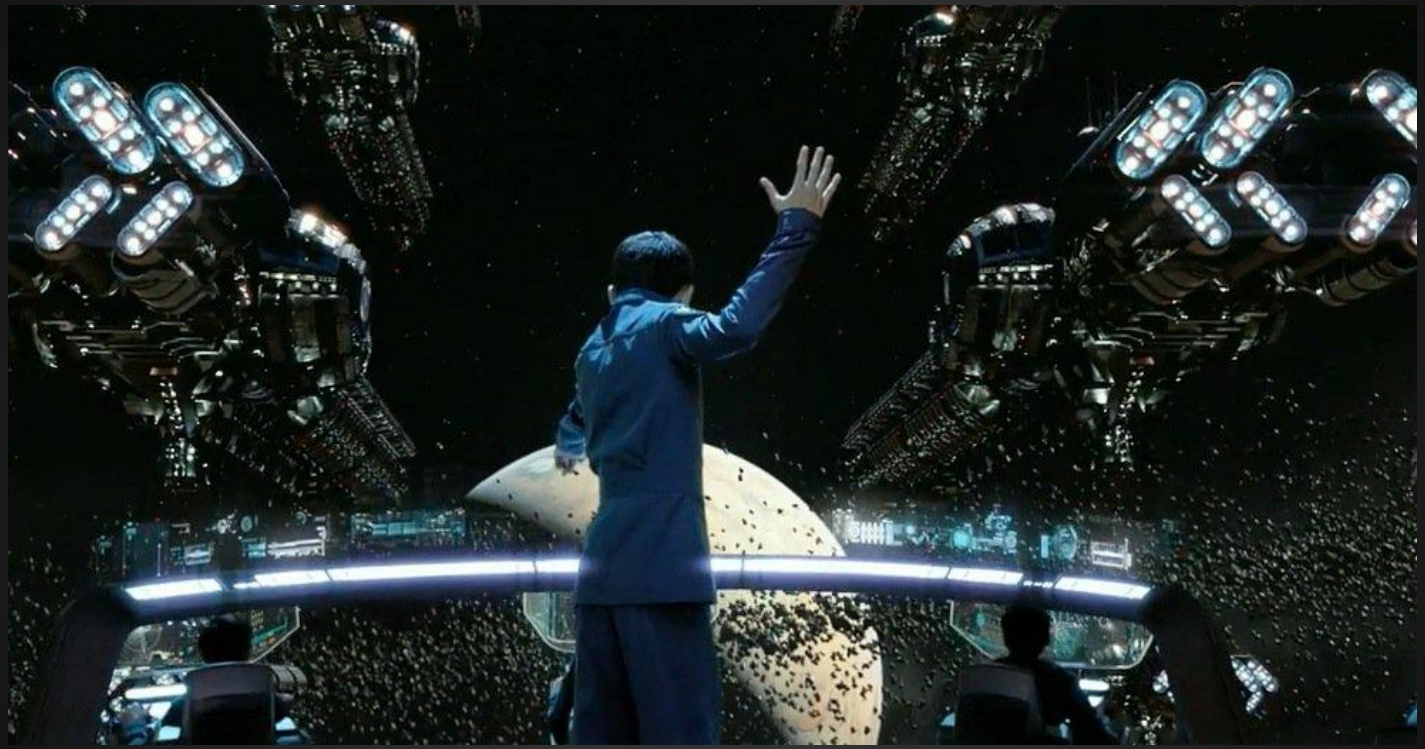
1. What future dream do you have for education?
2. What are the obstacles?
3. How do we achieve this dream?

What future dream do you have for education?


CASPERFELD & CO.
CASPERFELD & CLEVELAND
144
DIAMONDS
AND
WATCHES.
THE CAIETY
THE
CASKET
FUNER


READY
PLAYER
ONE
ERNEST
CLINE
A NOVEL


HUGO WINNER
New York Times Bestselling Author
NEBULA WINNER
ORSON SCOTT CARD
ENDER'S GAME
AUTHOR'S DEFINITIVE EDITION



These visions of our future vary as much as the learning styles of each of our students.

Learning needs to be individualized.
-Sir Ken Robinson

But how?

Classroom Environment

Project-based

Problem-based

Query-based

Open-ended (sandbox)

-and closed (memorization of facts?)

Students

- A system is needed to guide the student.
  - Use strengths to understand
  - Know weaknesses to improve
- Real-time feedback
- Track progress
- Self-assessment

Students Goals

- Learn and remember through discovery and creation.
- Divergent, creative, and outside the box thinking

Teacher

Teacher is not a sage on the stage, but a guide on the side.

Teacher

- A teacher can calculate levels of each student.
  - Trusted?
  - Qualitative and not quantitative
  - Quantitative Narrative?

Obstacles

We need to empower teachers!

Obstacles

Pedagogy- the art and science of learning

Articulation and increase knowledge.

Obstacles (Articulation)

- We simplify
- We need a Ring of Clear Thought
  - Intelligence is our power and we need to “take charge of our profession.” K. Glazer

Obstacles (Articulation)

- Change is needed
- We need to be lead by those in the business….teachers!

Obstacles (Articulation)

- “Teachers are in the business of learning. It’s our job and not someone else’s to lead. But we cannot do it alone. We need each other.”

  -K. Glazer

Obstacles

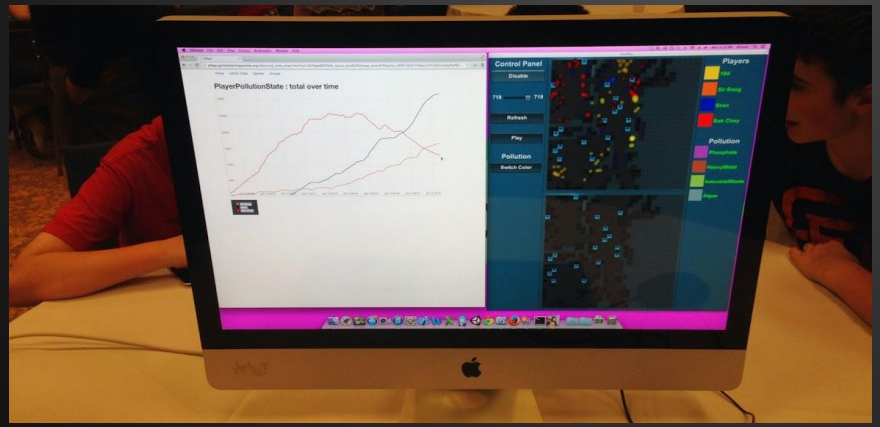
- If we empower teachers then the following will be smaller obstacles:
  - Standardized testing (one size does not fit all)
  - Data collection...although this can be good if streamlined.
  - Student engagement
  - Time to plan and create learning environments
  - Flexibility to change when needed

Obstacles (Technology)

- Hinders
- Needs to be seamlessly integrated

Obstacles (Technology)

- Instant feedback
- Can help guide decisions
  - Econauts



Obstacles (Low Tech)

- Seamless data collection (futuristic)
- Hands on
- Student creation, input, and assessment

How do we achieve this dream?

- Empower Teachers...overcoming the obstacles.

and

- Games and Simulations
  - Not the only tool and not always the best tool, but it’s good.

How do I use Civilization in the classroom? That is part of my second session.

What teachers need to know.

- 7 Essential Principles of Innovative Learning
- What Video Games Have to Teach Us about Learning and Literacy, James Paul Gee
- There are many more, but these are essential for Games and Learning

7 Essential Principles of Innovative Learning

1. Learners at the center
2. The social nature of learning
3. Emotions are integral to learning
4. Recognize individual differences
5. Stretching all students
6. Assessment *for* learning
7. Building horizontal connections

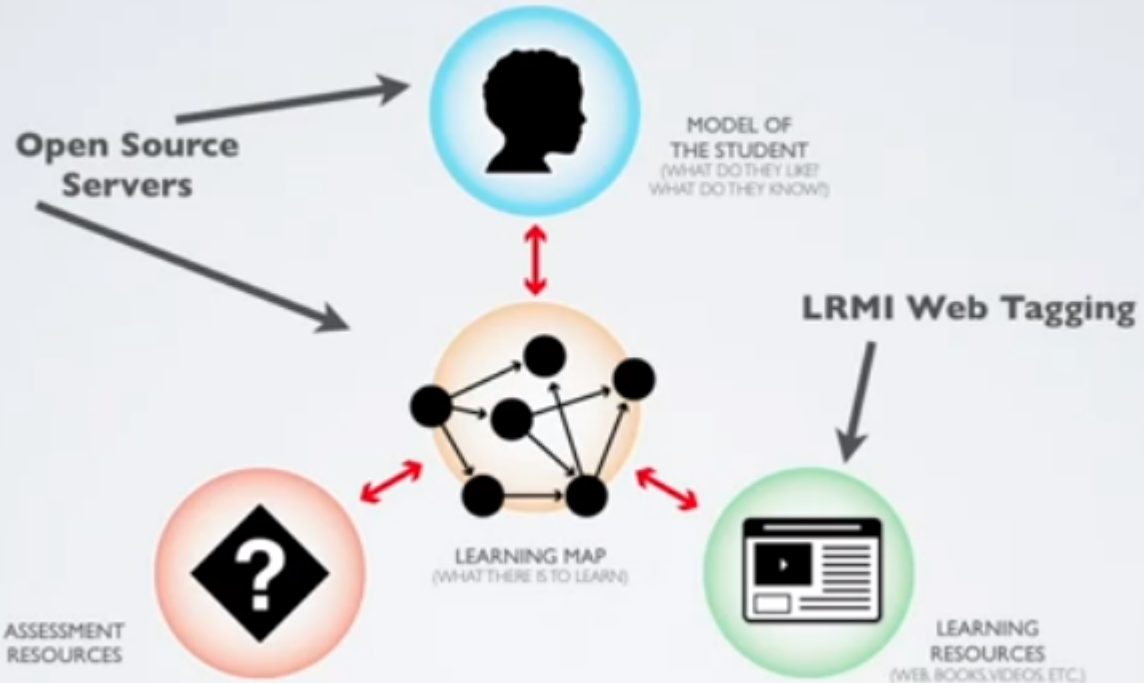
Back to our dream….

Look back to our principles of innovative learning. Do the following fit within the principles?

- Ready Player One
- Ender’s Game and Armada
- Holodeck
- Divergent

OPEN SOURCE IMPLEMENTATION

ALL THE COMPONENTS ARE TIED TOGETHER BY THE LEARNING MAP




ILLINI CLOUD


playful learning

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