

# Teaching with Games, Once Removed

*Katrin Becker*

## Overview

**"How might teacher education live well in a changing world?"**

- What is DGBL?
- Course Structure
- What they learned.
- What I learned.
- The Projects.

# My Background



- 23 yrs higher ed (teaching - tech)
- 18 years hatching program (teacher support)
- PhD candidate
- 3 kids

# "How might teacher education live well in a changing world?"

- 
- More choices than ever before (for learners)
  - Be adaptable
  - Ideal vs. reality

# What should teacher education look like in this world?

- “Technology” is a given, not an option. [more demanding than books]
- Allow time for practice. “Appropriate practice is the single most neglected aspect of effective instruction.” (Merrill) – applies to teachers as much as students.

# What kind of teacher should faculties of education be striving to nurture?

- Life-long learners.
- Tech-savvy vs. tech-phobic (appropriate technology)
- Culturally aware (incl. pop-culture)

# What is DGBL?

- Digital Game Based Learning
- Serious Games
- The use of game technology to enhance/ support/ augment (and yes, sometimes provide) education and learning.
- COTS & Custom Games & Sims
- Some examples.....





DEVELOPMENT AND ALUMNI AFFAIRS OFFICE

M  
O  
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G

DGBL Once Removed

Options

Help

Quit

Resume



Finish Meeting

Minutes on Website

Cut Expenses

Go to Party

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SCHOOL FEEDING

## PROGRESS

SCHOOL FEEDING

FOOD FOR TRAINING

NUTRITION

FOOD FOR WORK

HIV/AIDS PREVENTION

HAPPINESS

SCORE: 02,618,177

TIME: YEARS

0 01 02 03 04 05 06 07 08 09 10



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Moby  
Games

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INSPIRED BY THE NOVEL

# JENNIFER GOVERNMENT

BY MAX BARRY

**As Ecco, you are the only dolphin which managed to escape from the giant whirlpool who sucked down its entire pod. The five shining stars on your front show you are the chosen one to save them. But that task will be not be an easy one, as you will have to travel time and space with the Atlantean time machine, and meet the mystical Asterite in order to defeat the vortex queen.**





K2  
K2

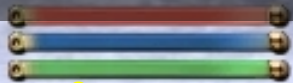
Me  
Me

PRESS ENTER KEY  
CREDIT(S)

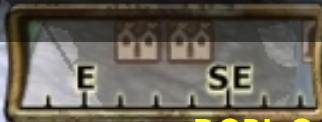
5 Typing of the Dead  
16  
www.ign.com

# Course Structure

- Seminar, readings, discussion, examples, projects
- Themes:
  - The Current State of Games and Gamers;
  - Current state in Media Studies and Games Theory (including a discussion of violence in games);
  - Is Learning Fun? (Games and Pedagogy);
  - What Can Games Do?
  - How important are fidelity and validity?
  - Instructional Design for Games;
  - Making Games, and Resources for making games;
  - Assessing Games for Learning.



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Moby  
Games

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# What they learned



Don't need to be a gamer.  
Games are technology.  
Media is not neutral.  
Media backlash is not new.  
Game-based learning is here.  
Game savvy is cachet.

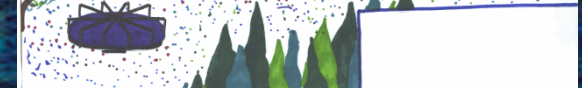
# What I learned.

- Interest is high.
- Teachers are willing.
- Resources are rare (equipment & information).
- Technology integration still lags.



# The Projects.

- MunchLand
- How to Get To Carnegie Hall
- FIFA Soccer
- Civ III
- Food Force



**What is MunchLand?** It is a fun way for elementary aged kids to learn about nutrition and exercise. In MunchLand Russ, Pat, and Bobby search through a house looking for food, but not just any food. They need to find the food that will fulfill the recommended food requirements in the Canada Food Guidelines.

# How to Get To Carnegie Hall



Microsoft Excel - sample-budget.xls

File Edit View Insert Format Tools Data Window Help Label

Avail

100%

E:\newwood\lessons\lesson1-2\samples\sample-budget.xls

B45

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
20	Charity	500	500	500	500	500	500	500	500	500	500	500	500	5000
21	Commission	60000	60000	60000	60000	60000	60000	60000	60000	60000	60000	60000	60000	720000
22	Debt	40	40	40	40	40	40	40	40	40	40	40	40	480
23	Insurance	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	36000
24	Interest Exp	1700	1700	1700	1700	1700	1700	1700	1700	1700	1700	1700	1700	20400
25	Legal-Prof Fees	50	50	50	50	50	50	50	50	50	50	50	50	600
26	Licenses and Permits	200	200	200	200	200	200	200	200	200	200	200	200	2400
27	Meals & Entertain	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	60000
28	Misc	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	12000
29	Office	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	36000
30	Postage / Delivery	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	24000
31	Printing / Reproduction	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	60000
32	Rent - Office	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	24000
33	Rent on Equip	50	50	50	50	50	50	50	50	50	50	50	50	600
34	Repairs	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	24000
35	Returns	30000	30000	30000	30000	30000	30000	30000	30000	30000	30000	30000	30000	360000
36	Subscriptions	50	50	50	50	50	50	50	50	50	50	50	50	600
37	Supplies	300	300	300	300	300	300	300	300	300	300	300	300	3600
38	Tax	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	120000
39	Travel	500	500	500	500	500	500	500	500	500	500	500	500	6000
40	Trp Costs	60000	60000	60000	60000	60000	60000	60000	60000	60000	60000	60000	60000	720000
41	Utilities	450	450	450	450	450	450	450	450	450	450	450	450	5400
42	Wages	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	24000
43														
44	Total Inflows	680500	680500	680500	680500	680500	680500	680500	680500	680500	680500	680500	680500	8166000
45	Total Outflows	680670	680670	680670	680670	680670	680670	680670	680670	680670	680670	680670	680670	8166000
46	Difference	180	180	180	180	180	180	180	180	180	180	180	180	2160
47														
48														
49														
50														

Ready

- You may choose your own adventure, as you make decisions which affect your career as a musician.
- Your goal is to appear at Carnegie Hall



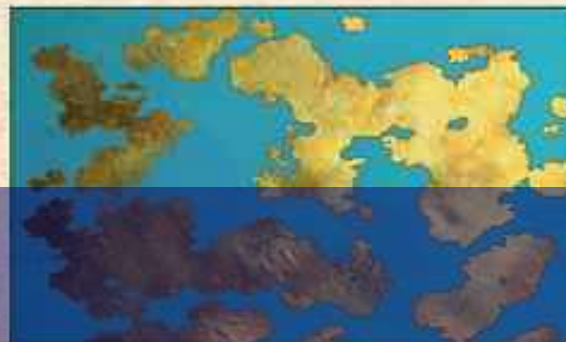
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# CHOOSE YOUR WORLD

## WORLD SIZE

- ☐ Tiny
- ☐ Small
- ☒ Standard
- ☐ Large
- ☐ Huge



LAND MASS AND WATER COVERAGE

## BARBARIANS

- ☐ Sedentary
- ☒ Roaming
- ☐ Restless
- ☐ Raging
- ☐ Random



Pangaea

Continents

Archipelago

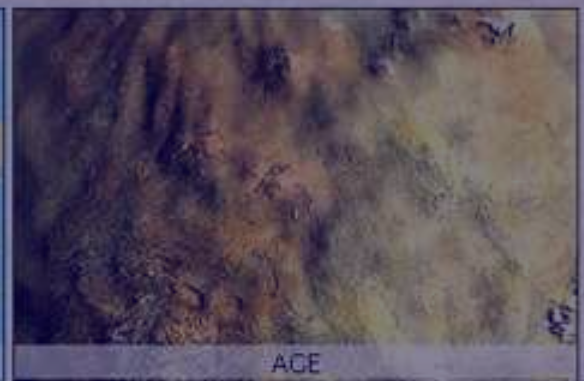
- ☒ Random



CLIMATE



TEMPERATURE



AGE



Arid

Normal

Wet



Warm

Temperate

Cool

- ☒ Random



3 Billion

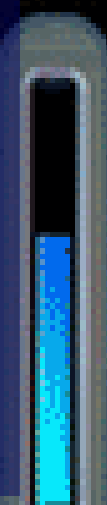
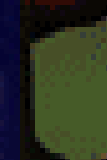
4 Billion

5 Billion



COULD BE BETTER, REMEMBER TO  
ADJUST FOR THE WIND.

0,42 4,0 40



WIND



25

DROPS REMAINING: 0

SCORE: 04,538,622

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Questions?