



# How Games can Enhance Learning & Elearning

There's more to Video Games than you Think



Katrin Becker





# Here's the plan:

Studying the Masters, the Masterpieces, and the Scholars



Connecting the Dots

The Chosen Ones

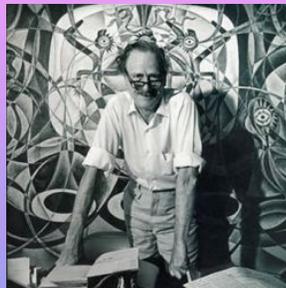
Gagné's Nine Events of Instruction (with ACWW)



Constructivist Learning Environments (NSMB)



Problem-Based Learning (PW)



*Anyone who makes a distinction between games and learning doesn't know the first thing about either.*

- Marshall McLuhan





# Studying the Masters, the Masterpieces, and the Scholars



*"One of the most difficult tasks men can perform, however much others may despise it, is the invention of good games. And it cannot be done by men out of touch with their instinctive selves."*



- Carl Gustav Jung

Laurens van der Post in *Jung and the Story of Our Time* (New York: Vintage Books, 1977), pp. 41.

Thanks to Chris Crawford for correcting the wording and Warren Spector for tracking down the source of the quote



Sophocles



# Connecting the Dots

*One learns by doing a thing; for though you think you know it, you have no certainty until you try.*

# The Chosen Ones

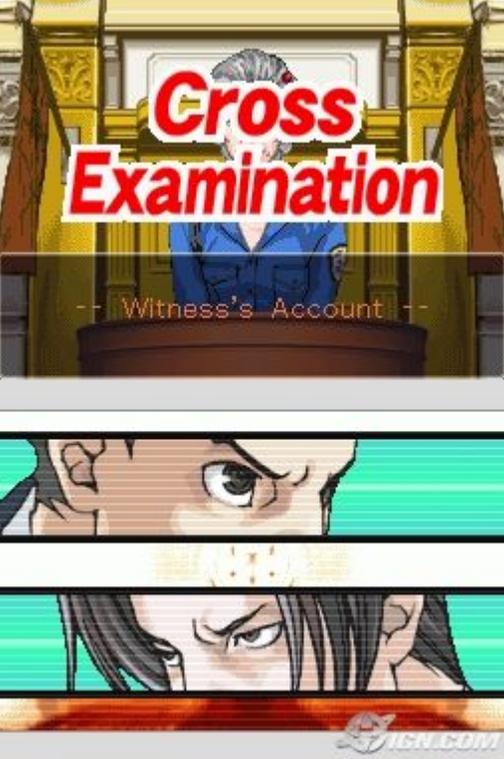


*We need to consider whether we are educating children for their futures or our pasts.*



Geoff Southworth  
2002





# Welcome to Animal Crossing Wild World





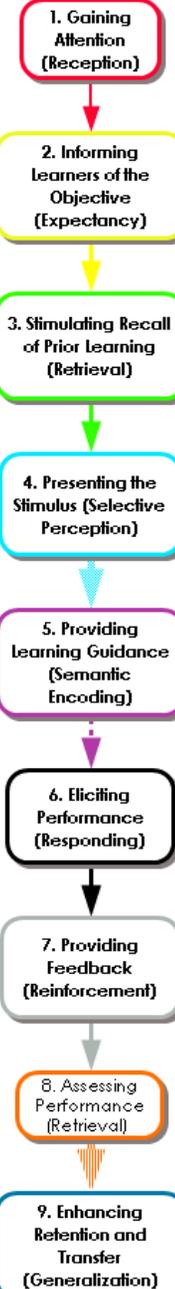


# How are these games educational?

# Gagné's Nine Events of Instruction



## Gagné's Nine Events



# Gagné's Nine Events of Instruction as expressed in Animal Crossing



## 1. Gaining Attention (Reception)



# Gagné's Nine Events of Instruction as expressed in Animal Crossing



## 2. Informing Learners of the Objective (Expectancy)



# Gagné's Nine Events of Instruction as expressed in Animal Crossing

