A4LE LearningSCAPES Atlanta, October 2017





Gaming the System





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Learning Objectives

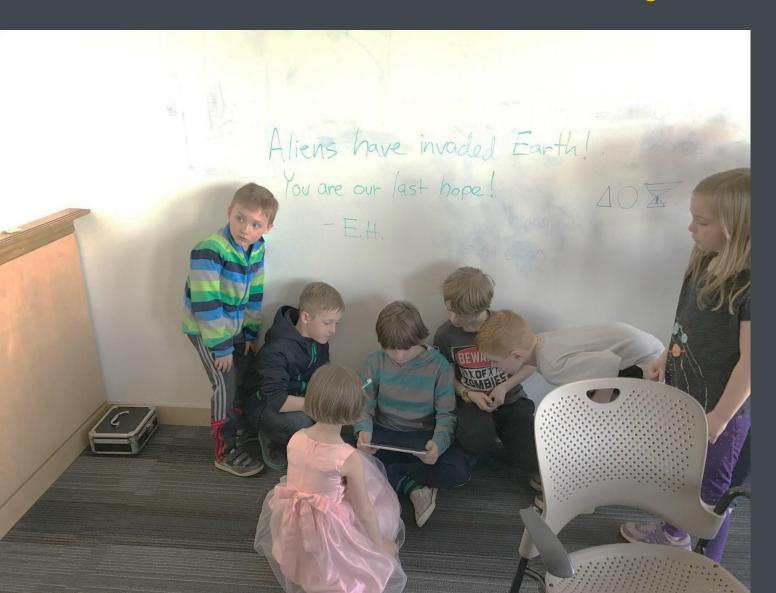
- To gain an understanding of Game-Based Learning concepts and practices.
- To understand how Game-Based Learning is being applied in current curriculums.
- To consider how school and classroom design can support Game-Based Learning.
- To explore how the process of design itself may be gamified to improve outcomes for learning environments.



Session Outline

- 10 Min Intro to Game-Based Learning
- 10 Min Current Approaches and Practitioners
- 5 Min Quiz!
- 20 Min Group Activity
- 15 Min Report out and Discussion

What is Game-Based Learning?



What is Game-Based Learning?

- Game
- Gamification
- Game Mechanics



What is Game-Based Learning?

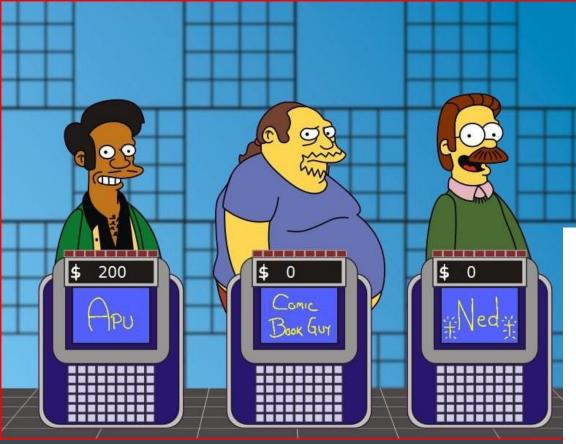


- Player Types
- Learning with Games
- Gamification of Lessons

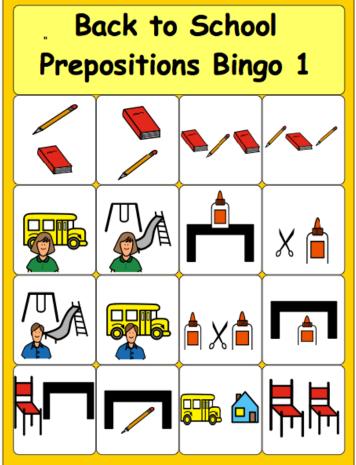
What kind of games?

- Quiz/Bingo
- Puzzle
- Quest
- Sandbox
- Word Game
- Simulation

- Analog
- Digital
- Individual
- Group
- Local
- Networked



Quiz/Bingo





Puzzle





Quest



N E V E K A L O N E



She would have died had she been alone.





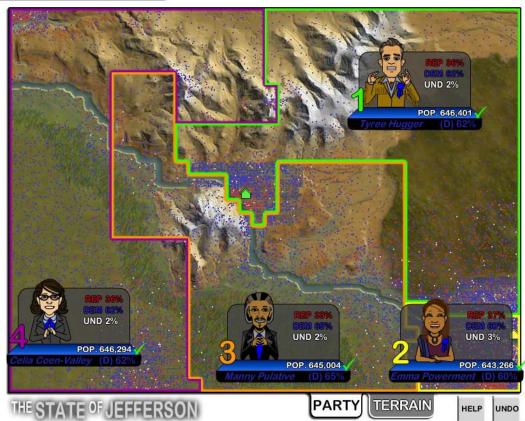
PLAYDOUGH TO PLATO



Simulations & Simulators



mission







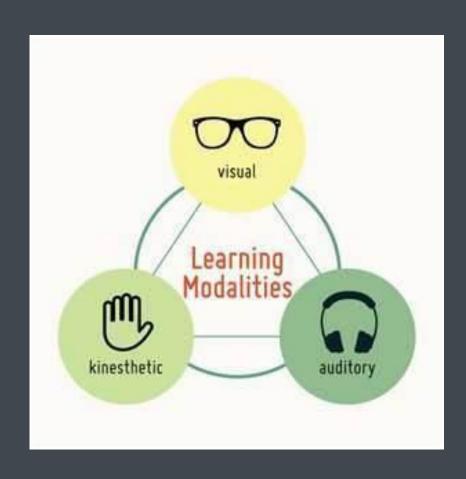
- It's Fun? Yes, but...
- It's Engaging
 - » Choice
 - >> Collaboration
 - >> Connection
 - » Challenge/Competition
 - >> Communication
 - >> Commotion

"Don't confuse fun and engagement."

- Marylee Tung, Kindergarten Teacher



Gardner's Theory







Achievers

Defined by: A focus on attaining status and achieving preset goals

quickly and/or completely.

Engaged by:

Achievements



Socialites

Defined by:

A focus on socializing and a drive to develop a network of friends and contacts.

Engaged by:

Newsfeeds, Friends Lists, Chat



Explorers

Defined by:

A focus on exploring and a drive to discover the unknown.

Engaged by:

Obfuscated Achievements

Bartle's Taxonomy of Player Types

- It's Low Risk
 - >> Embrace of failure
 - » Replay again and again
 - >> Growth mindset

It's Relevant

- » Most young people play games.
- » Game skills mirror 21st Century life skills.
- "Serious" games can address real world wicked problems.

How does this affect school design?

GBL is among a host of techniques reshaping schooling.

- » Case-based learning
- » Challenge-based learning
- >> Community-based learning
- >> Design-based learning
- » Game-based learning
- >> Inquiry-based learning
- » Land-based learning
- » Passion-based learning

- » Project-based learning
- » Place-based learning
- » Problem-based learning
- » Proficiency-based learning
- » Service-based learning
- » Studio-based learning
- » Team-based learning
- » Work-based learning
- » Zombie-based learning (look it up!)

Traditional Methods	Modern Methods
Teacher as Leader	Teacher as Mediator & Facilitator
Learning from Textbooks	Learning By Doing
Learning through Recitation, Explanation, Examination	Learning through Experimentation
Study is Systematic & Didactic	Study through Dialogue & Participation
Focus on Academic Achievement	Cultivate the Whole Student; Intellect, Social, Emotional

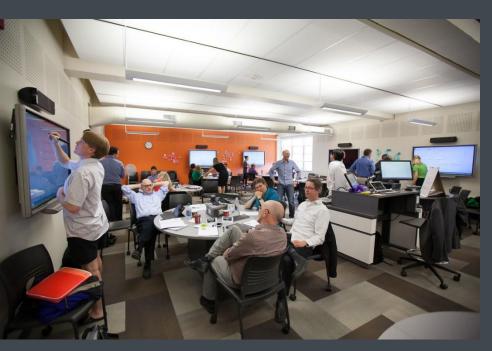
Changing Pedagogy

How does this affect school design?

- All of these approaches are:
 - >> Integrated
 - » Experiential







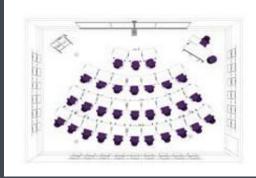


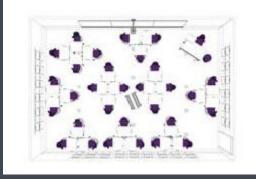


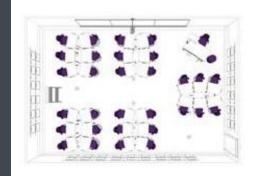




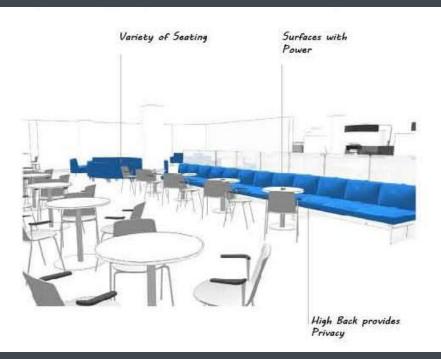


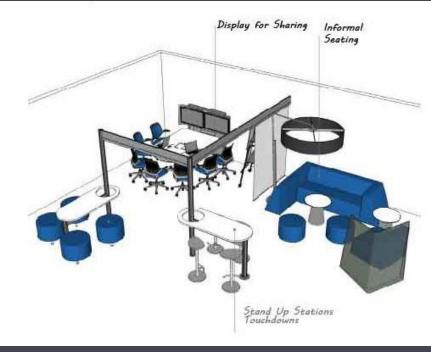






Furniture





Furniture

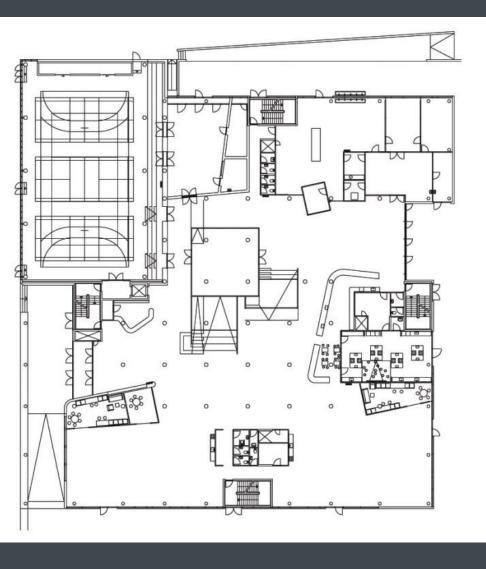


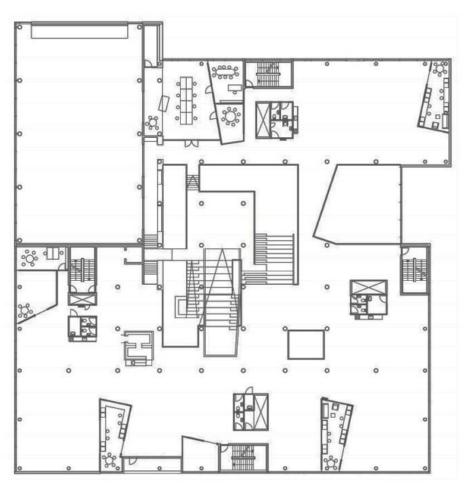




Furniture











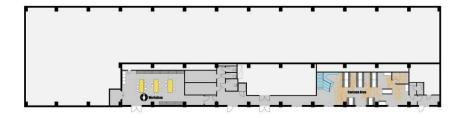
Hellerup School, Copenhagen, Arkitema Architects



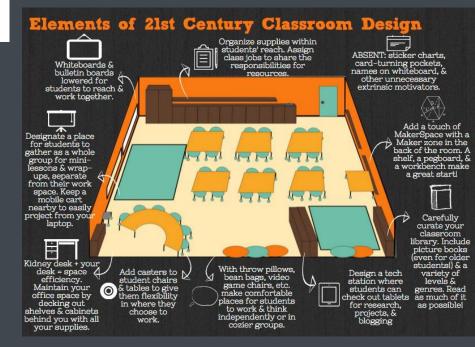


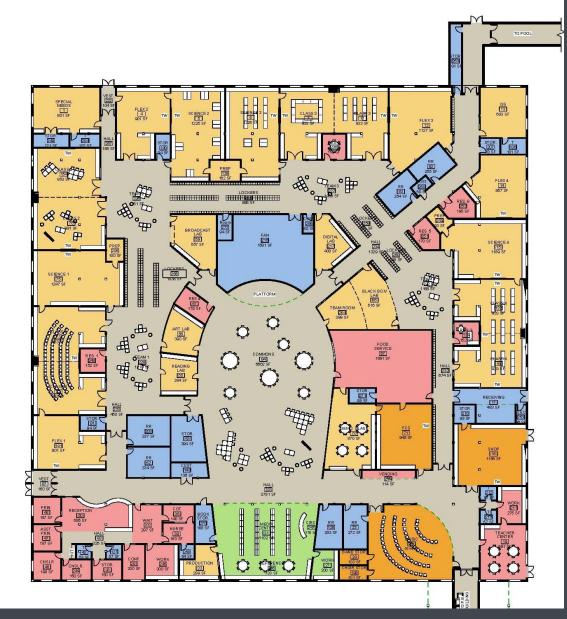






Vittra Schools, Stockholm, Sweden, Rosan Bosch







Houses/Teams

Goals

- Whole Student
- Interactive
- Accessible/Inclusive

Objectives

- Collaboration
- Growth Mindset
- Independent Thinking
- Communication Skills

- Flexibility
- Multiple Scales
- Display & Presentation; virtual & real time
- Variety
- Embrace Technologies (old & new)
- Organized Storage

Design Principles

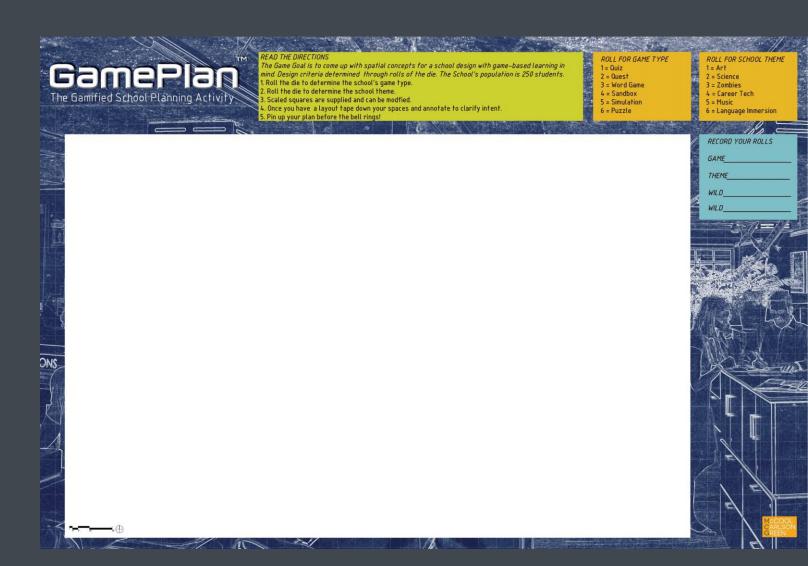
Get out your Smartphone!

Go to https://kahoot.it/xxxxxxx/

Set up a user name and let's begin!

Time for a Quiz!

Now let's play a game!



- Service
- Innovation
- Stewardship

"We measure architecture through our bodies, therefore health shall be reflected in the building experience."

- MCG Team

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