

EDUC 222: Videogames & Learning

2012 COURSE SCHEDULE

Week 1 – What Are Games? What are Educational Games? What is this Course?

“Readings” for Week

Watch this: <http://www.youtube.com/watch?v=rN0qRKjfX3s> (or <http://tinyurl.com/6jo69y>)
A good alternative take on some of the content from the opening lecture.

Monday, January 9th

1. Introduction to class and overview of syllabus and assignments.
2. Instructions for online survey (important for team assignments).

Wednesday, January 11th

1. Lecture: What makes games good learning environments?
2. Hands-On: *Lure of the Labyrinth*

DUE on Thursday, January 12th

Please complete your survey for team assignments.

DUE on Friday, January 13th

Game selection paper. Submit to CTools by 4pm.

Week 2 – Gee, I never realized video games were so involved...

Readings for Week

Gee, J. P. (2003). *What videogames have to teach us about learning and literacy*. New York: Palgrave Macmillan. (Read the *entire* book.)

Monday, January 16th – No class (MLK Day)

DUE on Tuesday, January 17th

Your first reading reaction, about the Gee book, posted to CTools Forum by 12:00 noon.

Wednesday, January 18th

1. Quick survey on the grading system
2. Lecture: What Jim Gee has to teach us about learning and video games
3. Reading reaction vote
4. Form into teams

Week 3 – What is Learning? I Have a Theory About That.

Readings for Week

Bransford, J. D., Brown, A. L., & Cocking, R. R. (Eds.). (2000). *How people learn: Brain, mind, experience, and school* (Expanded ed.). Washington, D.C.: National Academy Press.

Read Chapter 1 – “Learning: From Speculation to Science”

Read Chapter 2 – “How Experts Differ from Novices”

Read Chapter 3 – “Learning and Transfer”

DUE on Sunday, January 22nd

Reading reactions, posted to CTools Forum by 12:00 noon.

Monday, January 23rd

1. Lecture: Learning theories
2. Reading reaction vote
3. Introduce Gamestar Mechanic

Wednesday, January 25th

1. MEET IN TEAM BREAKOUT ROOMS
2. Teams make up names and flags
3. Teams begin Gamestar Mechanic Work

Week 4 – What is Engagement and Motivation? Why should you care?

Readings for Week

Csikszentmihalyi, M. (2008). *Flow: The psychology of optimal experience* (P.S. Edition). New York: Harper Perennial. Read pp. 1-5 and 71-77.

Malone, T. W., & Lepper, M. R. (1987). Making learning fun: A taxonomy of intrinsic motivations for learning. In R. E. Snow & M. J. Farr (Eds.), *Aptitude, learning, and instruction: Cognitive and affective process analysis* (Vol. 3, pp. 223-253). Hillsdale, NJ: Erlbaum.

Stoll, C. (2000). *High-tech heretic: Reflections of a computer contrarian*. New York: Anchor. (“Makes Learning Fun,” pp. 11-22)

Monday, January 30th

1. First poster session
2. Teams continue Gamestar work – start to select one game to focus on

DUE on Tuesday, January 31st

Reading reactions, posted to CTools Forum by 12:00 noon.

Wednesday, February 1st

1. Get psyched up for a lecture on motivation!
2. Reading reaction vote

Week 5 – Did you go to school? Me too. Let's Compare Notes.

Readings for Week

Collins, A., & Halverson, R. (2009). *Rethinking education in the age of technology: The digital revolution and schooling in America*. New York: Teachers College Press.

Monday, February 6th – No Class Meeting

DUE on Tuesday, February 7th

Reading reactions, posted to CTools Forum by 12:00 noon.
AND submit your final project intentions to CTools by 4pm.

Wednesday, February 8th

1. Poster session
2. Reading reaction vote
3. Lecture: Schools and education. How are they connected?

Week 6 – Serious Games: This Class May Save A Life. Or A Job.

Readings for Week

Raybourn, E. M., Deagle, E., Mendini, K., & Heneghan, J. (2005). Adaptive thinking & leadership simulation game training for special forces officers. Paper presented at the Interservice/Industry Training, Simulation, and Education Conference (IITSEC). Available from http://virtualheroes.com/pdf/AdaptiveThinkingLeadership_IITSEC_2005.pdf

Kelly, H., Howell, K., Glinert, E., Holdin, L., Swain, C., Burrowbridge, A., & Roper, M. (2007). How to build serious games. *Communications of the ACM*, 50(7), 45-49.

Edge Magazine. (2009, November 12). Where no game has gone before. From <http://www.next-gen.biz/features/where-no-game-has-gone-before>.

Snider, M. (2006, October 31). New video games play to serious objectives. USA Today. From http://www.usatoday.com/tech/gaming/2006-10-30-serious-skills_x.htm

America's Army (n.d.). Read the "Parents Info" section of the game FAQ. From: <http://www.americasarmy.com/support/faqs.php?t=9>

Hilton Garden Inn. (2008). Hilton Garden Inn makes innovative employee training program available on PSP (PlayStation Portable) handheld entertainment system. Press Release. From http://www.virtualheroes.com/NewsImages/HGI_PSP_9-29-08_FNL.pdf

Monday, February 13th

1. Poster session
2. CHALLENGE: Gamestar Mechanic Game-Off

DUE on Tuesday, February 14th

Reading reactions, posted to CTools Forum by 12:00 noon.

Wednesday, February 15th

1. Reading reaction vote
2. Guest Speaker: Jerry Heneghan, CEO, Virtual Heroes, Inc.

Week 7 – Badges. I don't need no stinking badges. (Or do I?)

Readings for Week

Bogost, Ian. (2010). Persuasive games: Exploitationware. Available online:

http://www.gamasutra.com/view/feature/6366/persuasive_games_exploitationware.php?print=1
(<http://bit.ly/vi5DJf>)

Rogers, Tim (2011). who killed videogames? (a ghost story). Available online in six parts:

<http://insertcredit.com/2011/09/22/who-killed-videogames-a-ghost-story/>
(<http://bit.ly/uBewME>)

Watch the Seth Priebatsch TED Talk:

http://www.ted.com/talks/lang/en/seth_priebatsch_the_game_layer_on_top_of_the_world.html
(<http://bit.ly/ux29bq>)

Listen to the “Cow Clicker” interview with Ian Bogost from On The Media:

<http://www.onthemedial.org/2011/nov/18/cow-clicker/> (<http://bit.ly/s15H0O>) and/or read the article in *Wired*: http://www.wired.com/magazine/2011/12/ff_cowclicker/all/1 (<http://bit.ly/s3wfcw>)

Monday, February 20th

1. Poster session
2. DevFacToe design and preliminary rounds

DUE on Tuesday, February 21st

Reading reactions, posted to CTools Forum by 12:00 noon.

Wednesday, February 22nd

1. Reading Reaction vote
2. Lecture on “Gamification”
3. DevFacToe finals

Note

By this date, everyone should have presented their first game play poster. If you wish to present a second (optional) poster, it must be presented before the end of Week 14.

Week 8 – “Spring” Break (No Class Meetings)

Take a break! (Why not play a videogame to relax?)

You might also want to get a head start on reading Ender's Game while you're on the “beach.”

Week 9 – The Four Images of School in Ender’s Game

DUE on Monday, March 5th by 10:30 am

For those doing individual papers/projects, your FIRST one is due right after “Spring” Break. Please post to CTools by 10:30 am *before* you come to class on Monday.

Readings for Week

Card, O. S. (1977). *Ender's Game*. New York: Starscape.

Monday, March 5th

1. Lecture: Where have we been so far? What’s next?
2. Team activity TBD

DUE on Tuesday, March 6th

Reading reactions, posted to CTools Forum by 12:00 noon.

Wednesday, March 7th

1. Reading Reaction vote
2. Discussion of Ender’s Game

Week 10 – Research on and Evaluation of Learning from Games

Readings for Week

Federation of American Scientists. (2006). *R&D Challenges in Games for Learning* [Electronic Version].

Retrieved November 30, 2007, from http://www.fas.org/gamesummit/Resources/R&D_Challenges.pdf

Clark, R. E. (2007, May-June). Learning from serious games? Arguments, evidence, and research suggestions. *Educational Technology*, 56-59.

Monday, March 12th

1. Poster session (Start of 2nd poster sessions – but *only* if you have completed your first poster)
2. Challenge: Mini-learning game design

DUE on Tuesday, March 13th

Reading reactions, posted to CTools Forum by 12:00 noon.

Wednesday, March 14th

1. Reading reaction vote
2. Lecture: How to know what you know (Social Science research methods)

Week 11 – A World of One’s Own: Virtual Reality Games

Readings for Week (These aren’t virtual – You really have to read them.)

- Barnett, J., & Coulson, M. (2010). Virtually real: A psychological perspective on massively multiplayer online games. *Review of General Psychology, 14*(2), 167-179.
- Kafai, Y. (2010). World of Whyville: An introduction to tween virtual life. *Games and Culture, 5*(1), 3-22.
- Kafai, Y. B., Quintero, M., & Feldon, D. (2010). Investigating the "why" in Whyvox: Casual and systematic explorations of a virtual epidemic. *Games and Culture, 5*(1), 116-135.
- Brown, J. S., & Thomas, D. (2006). You play World of Warcraft? You're hired! *Wired, 14*.

DUE on Sunday, March 18th

Reading reactions, posted to CTools Forum by 12:00 noon.

Monday, March 19th (Virtual Class Meeting)

1. Lecture on Virtual Worlds (*in* Second Life on Wolverine Island)
2. Reading reaction vote (also virtual)

Wednesday, March 21st

(*optional class meeting – but it might help your team compete to meet in person*)

1. Challenge (continued into the real world): Second Life scavenger hunt

Week 12 – Hulk Angry! (Violence & Cheating in Video Games)

Readings for Week

- Lee, K. M., & Peng, W. (2006). What do we know about social and psychological effects of computer games? A comprehensive review of the literature. In P. Vorderer & J. Bryant (Eds.), *Playing video games: Motives, responses, and consequences* (pp. 327-345). Mahwah, NJ: Erlbaum.
- Gee, J. P. (2007). *Good video games + good learning*. New York: Peter Lang. (Read Chapter 2: Video games, violence, and effects: Good and bad, pp.13-17)
- Ferguson, C. J. (2010). Blazing Angels or Resident Evil? Can violent video games be a force for good? *Review of General Psychology, 14*(2), 68-81.
- Przybylski, A. K., Rigby, C. S., & Ryan, R. M. (2010). A motivational model of video game engagement. *Review of General Psychology, 14*(2), 154-166.
- Consalvo, M. (2005). Cheating can be good for you: Educational games and multiple play styles. *On the horizon, 13*(2).

Monday, March 26th

1. Poster session
2. Challenge: Skits (organize and/or write them)

DUE on Tuesday, March 27th

Reading reactions, posted to CTools Forum by 12:00 noon.

Wednesday, March 28th

1. Reading reaction vote
2. Violence lecture

Week 13 – School for Games. Really.

Readings for Week

Sandford, R., Ulicsak, M., Facer, K., & Rudd, T. (2007). Teaching with games: Using off-the-shelf computer games in formal education. Retrieved November 30, 2007, from http://www.futurelab.org.uk/resources/documents/project_reports/teaching_with_games/TWG_report.pdf

Salen, K., Torres, R., Wolozin, L., Rufo-Tepper, R., & Shapiro, A. (2011). *Quest to Learn: Developing the school for digital kids*. Cambridge, MA: MIT Press. (Excepts posted on CTools – please read all.)

Monday, April 2nd

1. Poster Session
2. Violence Skits – perform them

DUE on Tuesday, April 3rd

Reading reactions, posted to CTools Forum by 12:00 noon.

Wednesday, April 4th

1. Reading reaction vote.
2. Guest Speaker(s): Quest2Learn Students and Teachers.

Week 14 – Do It Yourself. Or Do It Together. Making Your Own Game(s)

Readings for Week

Kafai, Y. B. (2006). Playing and making games for learning: Instructionist and constructionist perspectives for game studies. *Games and Culture*, 1(2), 36-40.

Resnick, M., Maloney, J., Monroy-Hernández, A., Rusk, N., Eastmond, E., Brennan, K., . . . Kafai, Y. B. (2009). Scratch: Programming for all. *Communications of the ACM*, 52(11), 60-67.

Resnick, M. (2007). *All I really need to know (about creative thinking) I learned (by studying how children learn) in kindergarten*. Paper presented at the Conference on Creativity and Cognition.

Monday, April 9th

1. FINAL poster session (Last chance – make sure you are signed up!)

DUE on April 10th

Reading reactions, posted to CTools Forum by 12:00 noon.

Wednesday, April 11th

1. Reading reaction vote
2. Guest Speaker: Karen Brennan, MIT Media Lab
3. Hands on with Scratch

Week 15 – The End?

Monday, April 16th (last class meeting)

Poster presentations for final game design projects plus wrap-up lecture (one for the road).

DUE on Wednesday, April 18th

All final projects are due! Must be posted to CTools by 4 pm.

DUE on Friday, April 20th

Final game play reflection paper due! Must be posted to CTools by 4 pm.

*Don't forget to provide course feedback on CTools!
Your feedback is crucial to improve this class for future players.*

