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
"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


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

How Games can Enhance Learning & Elearning: There's more to Video Games than you Think
The court is now in session for the trial of Mr. Larry Butz.
K. Becker TERA '07

How Games can Enhance Learning & E-learning: There’s more to Video Games than you Think
How are these games educational?
Gagné’s Nine Events of Instruction as expressed in Animal Crossing

1. Gaining Attention (Reception)

Good morning! You came to play, did you?

Continue
New resident
Tag Mode
Other things
Never mind.

Good morning! You came to play, did you?

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)

Tom Nook: Well, have you introduced yourself to everyone in Pockette yet?

Saharah: I have come from far away. I must deliver goods that my customers have ordered.

Tom Nook: First off, I want you to plant some trees and flowers around my shop.

Tom Nook: Have you seen the bulletin board near the town hall?

Olivia: It may not be much, but beggars can’t be choosers! You’ve got to start somewhere. Interior decorating is vital.
Gagné’s Nine Events of Instruction as expressed in Animal Crossing