Special Interest Group: Game-Based Learning

Common Myths:
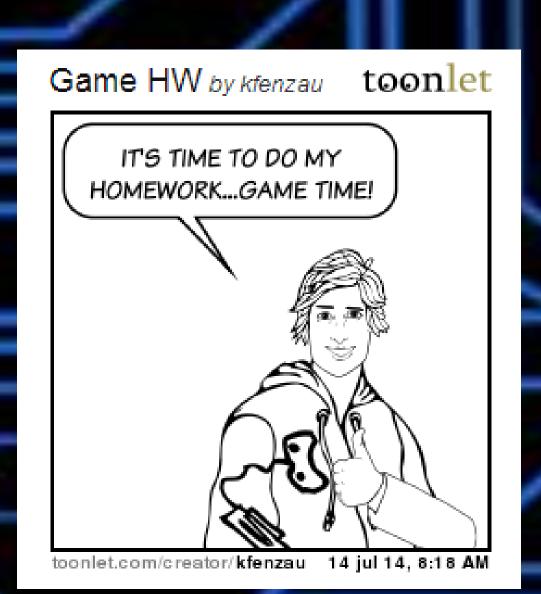1. GBL requires high level technology.
2. It is simply using games in the classroom.

MYTH BUSTERS
Neither of these are strictly true!
"It is about making a rigorous unit of study a robust game, not just one day, where multiple games and challenges are used to explore concepts and learning targets in depth" (Miller, 2011)

Game-based learning is the use of game principles in a classroom environment in order to maximize student engagement and mastery.

These principles include: goal setting, student autonomy, rewards, and increasing challenges that tailor directly to student needs.

Game HW by kfenzau   toonlet
IT'S TIME TO DO MY HOMEWORK...GAME TIME!
toonlet.com/creator/kfenzau   14 jul 14, 8:18 AM

Play is our brain's favorite way of learning things."
-Diane Ackerman
(Author, Poet, & Learner)

According to our research, Game-based Learning can offer a variety of affordances. These include, but are not limited to, assisting struggling readers, offering a variety of assessment options- for both content and 21st century skills-, reinforce concepts, and offer increased student engagement, all for a variety of learners K-12. Our focus was narrowed specifically to English Language Arts throughout the grades. We found a wealth of suggestions and tools for the primary and intermediate grades. However, we found our research indicated that the value of GBL in the secondary grades rested within the structure of the classroom. The manner in which a classroom is constructed according to Game-based principles seemed to make the difference for older learners, who needed less of the extrinsic motivators and more of the game-based scaffolding that interests them outside of school. Game-based Learning, regardless of grade level, offers the teacher the ability to relate to their students in a manner that capitalizes on students' pre-existing interests from outside of school.

91% of kids ages 2-17 are gamers!
(Reisinger, 2011)

■ Gamers ■ Non-Gamers

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