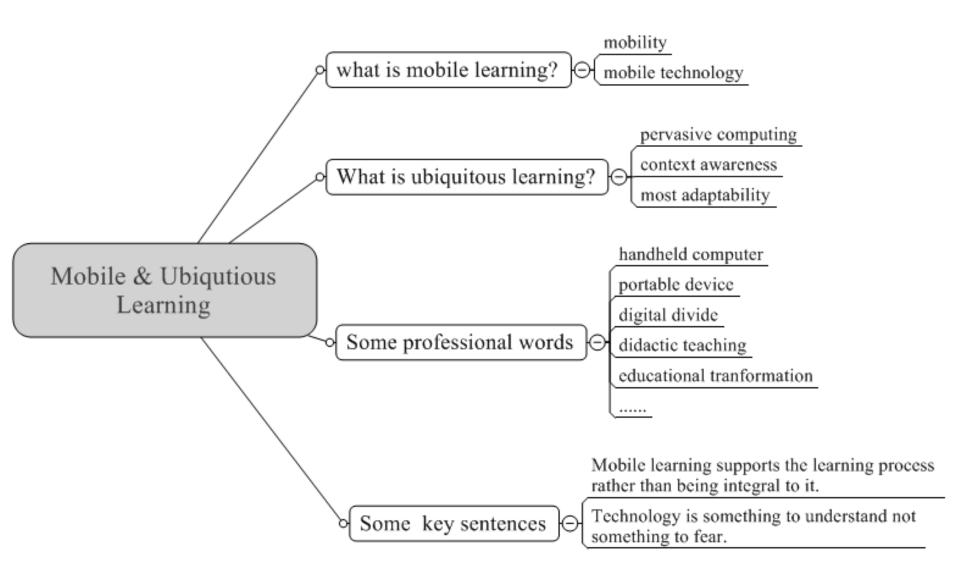
Lecture 3: Digital Game-based Learning

Dr. Xianmin Yang School of Information and Communication Jiangsu Normal University

> Professional English For Educational Technology Jiangsu Normal University, 2012, Fall Semester

Last Lesson Review





Learning Objectives

- Know the definition, history of DGBL
- Know the difference between DGBL and traditional learning
- Know the characteristics of learning games
- Master professional words about digital gamebased learning



Reading Materials

Reading 1

- Digital game-based learning
 - http://www.google.com/url?sa=t&rct=j&q=&esrc= s&source=web&cd=6&cad=rja&ved=0CEcQFjAF &url=http%3A%2F%2Fwww.learnnc.org%2Flp% 2Fpages%2F4970&ei=7-JXUL2jEZKfiQeUsoDwAw&usg=AFQjCNFCZIt TzUlbow2UwbZGj6qUhthlBg&sig2=syZzhm1vvbyJk0yRh2fQ

Definition

 Digital game-based learning (DGBL) is an instructional method that incorporates educational content or learning principles into video games with the goal of engaging learners. Applications of digital game-based learning draw upon the constructivist theory of education.

Benefits

- Digital game-based learning has the potential to engage and motivate students and offer custom learning experiences while promoting long-term memory and providing practical experience.
- The interactive nature of video games stimulates learning and encourages participants to challenge new topics or knowledge.
- Video games can help students develop computer skills that they may need in a society that continues to develop technologically.

Consideration in selecting games

- Students' age, characteristics, gender, competitiveness, and previous gaming experience.
- The game's target age level.
- **Special needs**. Would students with disabilities be left out?
- Gender and racial diversity. In its choice of characters, language, or situations, does the game offend or slight any particular group of students?
- Number of players. How many students can play at one time? Will too many be left sitting on their hands?
- The role of the teacher.-Passive observer or active participant?

Reading 2

- Game-Based Learning What it is, Why it Works, and Where it's Going
 - http://www.google.com/url?sa=t&rct=j&q=&esrc =s&source=web&cd=9&cad=rja&ved=0CFgQFj AI&url=http%3A%2F%2Fwww.newmedia.org%2 Fgame-based-learning--what-it-is-why-it-worksand-where-its-going.html&ei=7-JXUL2jEZKfiQeUsoDwAw&usg=AFQjCNEFlv47 eOKrrnY01KezoqwMWv13Zw&sig2=P0ZRaBWc X3kqOmWqGm1stg

• Good game-based learning applications can draw us into virtual environments that look and feel familiar and relevant. According to Dr. Susan Ambrose, director of Carnegie Mellon's Eberly Center for Teaching Excellence, this is motivational because we can quickly see and understand the connection between the learning experience and our real-life work.

Game-based Learning vs. Traditional Training

	Traditional Training (lectures, online tutorials)	Hands-on Training	Game-based Learning
Cost-effective	X		X
Low physical risk/liability	X		X
Standardized assessments allowing student-to-student comparisons	X		X
Highly engaging		X	X
Learning pace tailored to individual student		X	X
Immediate feedback in response to student mistakes		X	X
Student can easily transfer learning to real-world environment		X	X
Learner is actively engaged		Х	X

Professional Words



- Educational game: 教育游戏
- Edutainment technology: 娱教技术
- hands-on learning: 做中学, 实践性学习
- Storyline: 故事情节
- Instructional method:教学方法
- Video games: 电子/视频/互动游戏

- Digital immigrant: 数字移民
- Role-playing: 角色扮演
- Non-violent games: 非暴力游戏
- Special-needs groups: 特殊群体
- Engaging game: 迷人的游戏

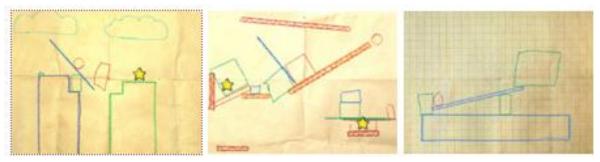
Educational Game Demos



Crayon Physics

- Download
 - <u>http://www.kloonigames.com/download.php?file=</u> <u>crayon.zip&mirror=1</u>

- Watch on Youtube
 - <u>http://www.youtube.com/watch?feature=player_e</u> <u>mbedded&v=QsTqspnvAaI</u>



Quest Atlantis

- Game website
 - <u>http://questatlantis.org/</u>
- See a video
 - http://questatlantis.org/#88





Can you recall what we learn today?

- DGBL is an instructional method that incorporates educational content or learning principles into video games with the goal of engaging learners.
- DGBL has the potential to engage and motivate students and offer custom learning experiences while promoting long-term memory and providing practical experience.
- Characteristics of a good learning game include continuous challenge, interesting storyline, flexibility and immediate rewards.

To learn more, please see also – http://edugame.pku.edu.cn:8080/index.html



Homework



- Activity 1: Professional Words Test
 - <u>http://lcell.bnu.edu.cn/do/testTask?action=visitTest</u> FromLa&laId=1656&testId=343
- Activity 2: Paragraph Translation
 - <u>http://lcell.bnu.edu.cn/do/bbsPost?action=detail&p</u> ostId=3382

Please Remember

• Education is not the filling of a pail, but the lighting of a fire.

--William Butler Yeats

Any question, please contact me:

Xianmin Yang

Ph.D.

Jiangsu Normal University



TEL:15862183989

E-Mail: yangxianmin8888@163.com

Vita: http://lcell.bnu.edu.cn/TeamMember/Yang/index.html

MicroBlog:<u>http://t.sina.com.cn/yangxianmin8888</u>

School of Information and Communication, Jiangsu Normal University

NO 57, Heping Road, Jiangsu Normal University, Xuzhou 221009

Actions speak louder than words *