

Conversations on Quality: A Symposium on K-12 Online Learning

BILL & MELINDA
GATES foundation



Quality Courseware through Interactive Gaming

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Join the conversation...

Mark 2:22

And no one puts new wine into old wineskins. For the wine would burst the wineskins, and the wine and the skins would both be lost. New wine calls for new wineskins.



The portals create a visual and physical connection between two different locations in 3D space. Portal ends are restricted to planar surfaces, but if the portal ends are on nonparallel planes, bizarre twists in geometry and gravity can occur as the player character is immediately reoriented to be upright with respect to gravity after leaving a portal end. An important aspect of the game's physics is "momentum redirection". Objects retain the magnitude of their momentum as they pass through the portals but in a direction relative to the surface the exit portal is on. This allows the player character to launch objects, or even herself, over great distances, both vertically and horizontally, a maneuver referred to as "flinging" by Valve. [[http://en.wikipedia.org/wiki/Portal_\(video_game\)](http://en.wikipedia.org/wiki/Portal_(video_game))—11/22/07]



Sims 2: Nickel and Dimed Challenge

This challenge was inspired by, and is named for, the book *Nickel and Dimed* by Barbara Ehrenreich (which has nothing whatsoever to do with Sims, but is nevertheless highly recommended). The idea is to mimic, as closely as possible, the life of an unskilled single mother trying to make ends meet for herself and her kids.

FOLDIT



~~Dane2010, I've thought about this same subject~~
many times. You're absolutely correct. Since the depiction of the protein is a graphical representation of three-dimensional space, it is easy to understand the relationship of distance to force. Since the effects of the push/pull of one atom on another are invisible, it is much more difficult to depict or understand.

I wonder if Fold.it, redesigned as a Wii type game might allow us to push/pull and 'feel' our way to better solutions?

Curriculum + Affinity Space

=

Affinity Learning

=

a-learning not e-learning

1

Well ordered, well designed, well mentored problem space

2

Information, facts, and formulas used as tools for understanding and problem solving

3

Interactive =
Conversation with Intelligent Replies

4

Situated meanings = words and texts associated with images, actions, experiences, dialogue, and goals, not just other words and texts

5

Words and Texts “Just in Time”
and “On Demand

6

Production = People produce and do not
just consume, participate and not just
spectate = Pro-Ams

7

Modding = Students can “mod” the curriculum and transform parts of it or build new parts of it

8

Adaptation + Persistence Past Failure

**Data Mining + Useful Representations for
Assessment of Growth Across Time and
Different Trajectories Towards Mastery**

Sort by Achievements | Sort by Game | COMMON UNCOMMON RARE

Jeff's Xbox Live achievement stats

Total Points	116075	Total ACH	5633
Games Played	520	Sessions Played	491
S-Ranks	36	Avg. Points per Game	223.2
Favored Genre	Action	Favored Theme	Sci-Fi

Game Grades

Achievement Rarity

Days Played By Game

Days Played By Genre

Jeff's Recently Played Games

- Vanquish**
Last played on Dec. 9, 2010
- Trojan Evolution**
Last played on Dec. 9, 2010
- Helm's Way**
Last played on Dec. 8, 2010
- Dwells Crash Course**
Last played on Dec. 8, 2010
- Bombberman Live: Battlefield**
Last played on Dec. 8, 2010
- Game Room**
Last played on Dec. 8, 2010
- Create**
Last played on Dec. 6, 2010
- Pinball FX2**
Last played on Dec. 6, 2010

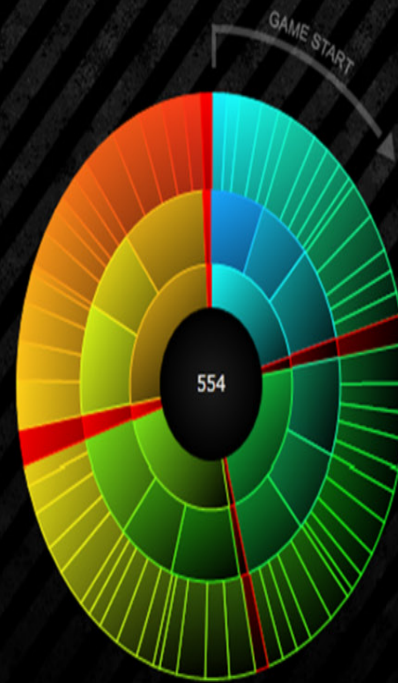
275/850 P | 24/51 ACH | 2638 players

40/100 P | 3/48 ACH | D

7/100 P | 1/10 ACH | B

Achievement Rarity

- Rare
- Uncommon
- Common



- Sets
- Rounds
- Waves
- Bonus

Mouse Hover over a segment for details. Click a segment to load data from that wave, round or set.

BUNGIE GAMES STATS COMMUNITY ABOUT US PROFILE Sign In or Sign Up

SimonLibertador - SOT | HALO 3 | Global Rank: Commander, Grade 1 | High Skill: 41 | EXP: 303 | Team: 36840403 EXP: 402 EXP

Service Record | Overview | Halo 3: COST | Halo 3 | Halo 2 | Achievements | Files

Career Stats | Campaign History | Firefight History | Leaderboards (Campaign) | Leaderboards (Firefight)

Previous Game: 10.03.2009 11:25 PM

Alpha Site (Co-Op) on Heroic | Heatmap | Files

Player	Points	Kills	Deaths
SimonLibertador SAMO	359,476	554	8
skittens TRN	294,107	483	21
Academy of Dr. X JONI	47,307	154	14
A Horn Plan NICK	41,550	118	21

Totals | Points | Deaths

Viewing Game Totals

Duration: 01:57:27

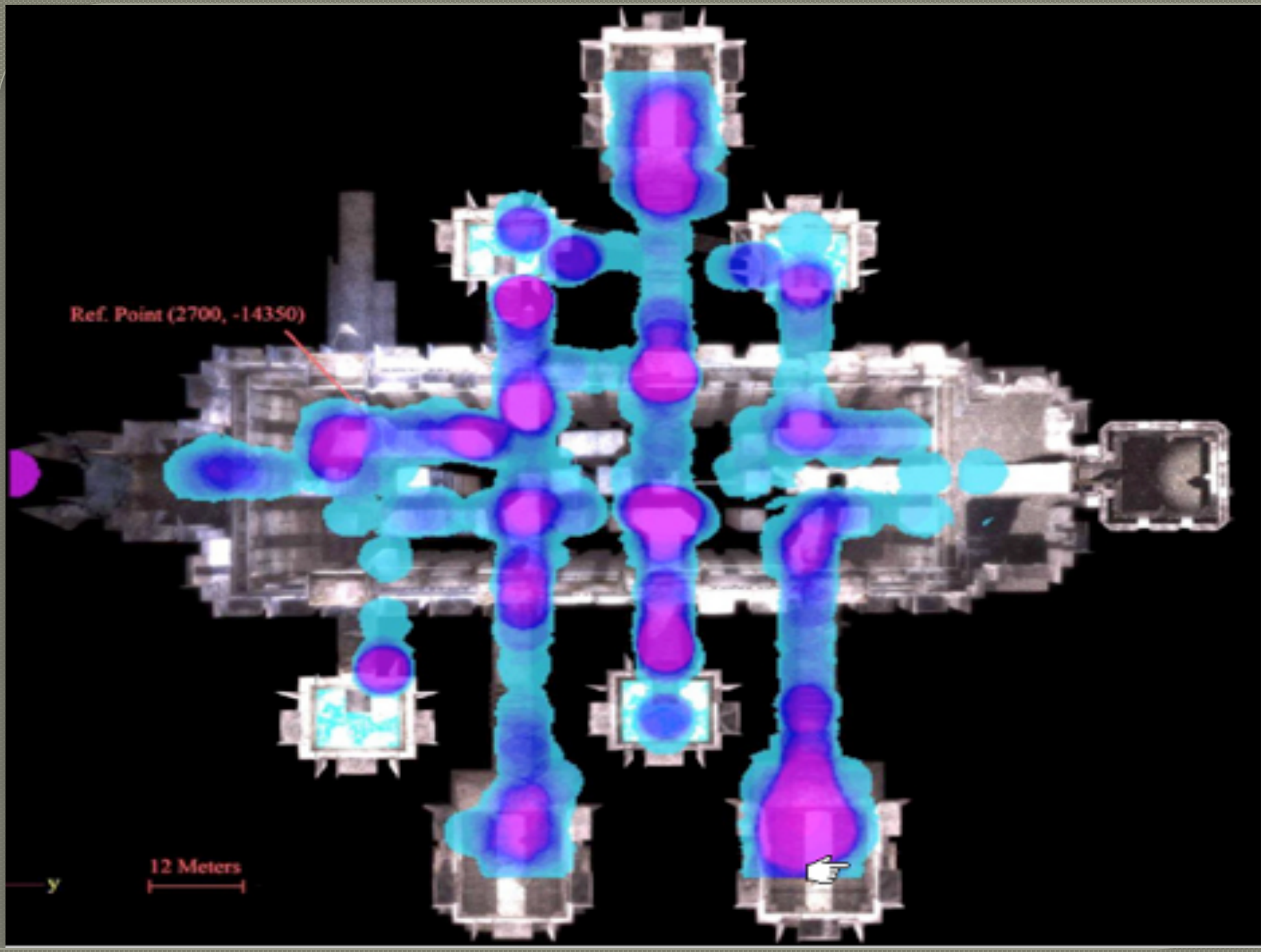
Player	Kills/Deaths	Kills	Modals	Negative
SimonLibertador SAMO	49.3 : 1	554	753	8

By Weapon | By Enemy | Betrayals

Weapon	Enemy	Betrayals
479	273	404
20	75	10
11	45	71
9	42	32
7	29	20

Team Totals

Team	Points	Kills	Deaths	
skittens TRN	23.0 : 1	483	618	22
Academy of Dr. X JONI	11.0 : 1	154	204	14
A Horn Plan NICK	5.6 : 1	118	141	21



10

Learning and Assessment Integrated =
Can't Finish Without Having Achieved
Mastery

11

Transfer =
Preparation for Future Learning