

Assignment #3 –Game Based Learning:

“Good Learning via Gaming...”



Some of you no doubt have either read or listened to James Paul Gee’s thoughts in relation to learning. I wish for each student to understand the learning basics that take place in serious, educational games. James Paul Gee’s “*Principles on Gaming*” is easy to understand and follow and enshrines, in my mind, solid teaching techniques that speak more about “learning” and students than focusing on using videogames in the classroom. However, Gee would be the first to say that not all games are created equal; it needs to be well intentioned and designed in order to meet our needs and our learners’ needs in an educational setting.

Requirements:

Using the very short video entitled, [“Principles on Gaming” \(Gee\)](#), I would like you to choose three principals of learning that “good games” use to hook people on learning and briefly describe them and why they appealed to you as a learner. This could be based on your personal experience in education, other theorists or educational experts you have studied or your own learning preferences.

I also would like you to differentiate between the following terms:

Gamification, Game Based Learning, Serious Game, simulation and Commercial Off The Shelf game(COTS)

Provide a definition for each and tell me briefly how you could see yourself using any of these to further your teaching. How could they be utilized during Covid times where students are off-site much more? There are differences between all of them. This could be done in text form or slides or a narration or infographic...your call.

Individual Assignment

Each student will submit this via [D2L](#) individually following its completion. *10 marks*