Gee's Learning Principles
&
GBL Definitions/Differentiation

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OLTD508
Assignment #3

Are you ready to take on Level One?

Level One

Gee's Principle: Empowered Learners Customization

The opportunity for learners to customize their learning experience; how they want to engage in a game/their learning.

Allows users to solve problems in various ways, depending on their learning style.

A safe environment to try new strategies or methods, or use what is familiar.

Sense of agency removed when no choice is offered.

Gee's Principle:
Problem Based Learning
Pleasantly Frustrating

Learning is optimized when the task presented challenges the learner, yet is within their capabilities of solving.

There is some degree of frustration, but is not highly stressful.

A sense of accomplishment is experienced when the learner is challenged by a task.

Gee's Principle:
Problem Based Learning
Information "On Demand"

Verbal information is most effective for learners when available just at the right moment-just in time, or on demand.

"Just in time" means instruction is offered in small portions that can be applied immediately.

"On demand" represents larger blocks of information offered to the learner when they feel they need it.

Gamification

The application of game based elements to an existing environment, with the goal of engaging users to solve problems.

Sometimes applied to a non-game environment to add value to user experience.

Elements may include challenge, mystery, curiosity, characters and story.

Example: Moodle Badges

Game Based Learning

The learning that occurs through playing a game used to teach or reinforce a skill.

Game elements are inherent within the game; the game itself is teaching the student.

Example: Let's Create! Pottery

Serious Game

A game designed with the aim of educating, informing or enhancing skill development that is serious in nature.

The primary purpose is not entertainment.

The game has a serious outcome or learning message.

Example: Pacific

Simulation

Mimicking a real life activity in a controlled risk environment.

Learners can practice specific behaviours/actions and experience the consequential effects.

Often employed for the purpose of study/learning.

Example: FlowScape

Commercial Off the Shelf Game (COTS)

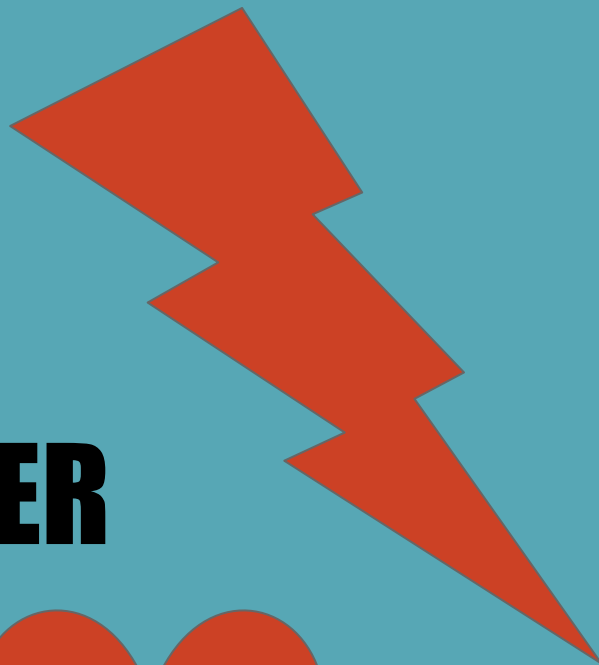Games designed for entertainment, available to the public, that are ready-made.

May have educational value.

Free or at cost.

Hardware or software products.

Example: Connect 4

GAME OVER