

Major Project – Inquiry Based

Exploratory:

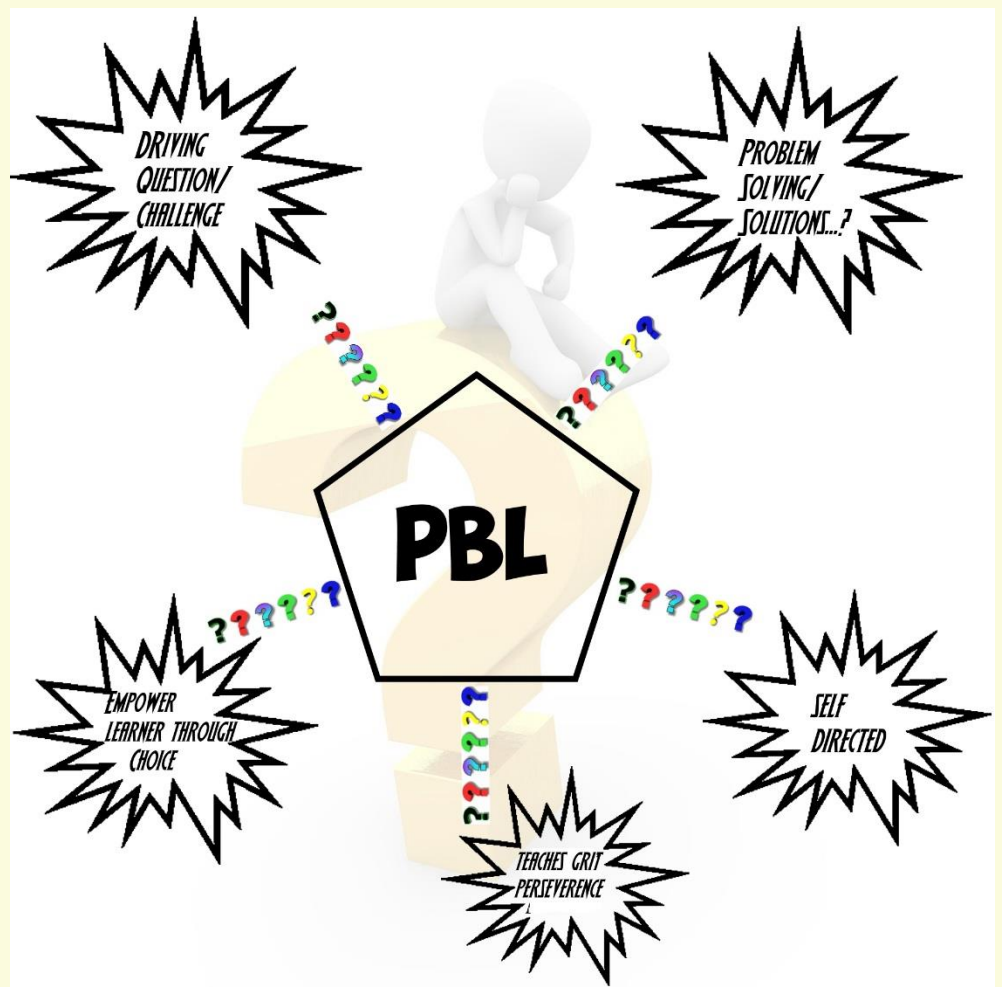
The purpose of this project is to allow you to explore an aspect of either Mobile Technologies or Game Based Learning that will further add to your practice as a professional educator both for today and tomorrow. Using self-directed research, you will develop a “critical challenge question” that will guide you through this process and set the parameters for your inquiry. I am a huge fan of experiential learning that incorporates authentic tasks. Tony Bates wrote “Managing Technological Change: Strategies for College and University Leaders” quite awhile ago but his convictions about “access” and infrastructure and their

importance have always paid dividends for me. He also has an excellent post entitled, [“Can you do experiential learning online? Assessing design models for experiential learning”](#) which talks about inquiry based learning and is a good resource to look at additionally.

Please consider that not all “inquiries” or questions posed are always answered...in the way that we anticipate. A “failed inquiry” or one that demonstrates how difficult it might be to institute a project or way of learning is quite ok – a lot of good things come out of failure on the way to success. Given the time that you have for this, I would describe this is a “mini inquiry” where if you had more time you would be able to delve further and deeper into your focus area.

Why this format for the major project?

A. In today’s world, the notion of personalizing a student’s educational experience is huge. Having “agency” around the work that we engage in is hugely motivational. As well, covering both topics in the amount of time we have is problematic; this should allow for that and lets students concentrate on one topic or the other. This style of assignment also means that you can get very focused on a single aspect which might not be easily done in a group situation. Finally, this scaffolds well into OLTD 510 and should make the work which is undertaken there that much more consistent and straightforward based on the work that is done in this course.



Some topics that might be considered when designing your inquiry question include the following:

Mobile Technologies:

- ? Employing current examples, design an evaluation rubric for the selection of “apps” for mobile devices for yourself and other educators.
- ? Design and “defend” the perfect mobile device for your teaching environment including the best three overall apps that take advantage of its affordances. Consider present teaching environment, “costs”, learning outcomes by students etc.
- ? Development of an app based on an idea or need that you have. This may not be a full app given the time we have. (Check out [Balsamiq Mockups](#) which might help)
- ? Create an infokit or “toolbox” for teachers that supports mLearning in the classroom.
- ? Storytelling with mobile devices – can they be helpful in crafting narratives with students?
- ? Can mobile devices solve issues such as “access” and “personalization” in education?
- ? Your Apps and Mobile Security: Are you being tracked and by whom? What can be done to safeguard your privacy?
- ? Green time vs screen time – how can we keep students engaged via mobile devices while at the same time balancing screen time with active learning/physical activities?
- ? Distraction at school via mobile devices/Distraction at work via mobile devices – Is learning/working via a mobile device a double edged sword? Do mobile devices provide more positives than negatives when it comes to distracting students/employees?
- ? Evaluate a serious/educational game or mobile app that employs game elements, gamification etc. and either develop a rubric of your own or employ one of several that are available.

Game Based Learning:

- ? Using the amazing sandbox game [Minecraft](#), design a project for use in your classroom or workplace which utilizes the creative affordances of the game. ***Licenses are available for students to use via VIU.
- ? Using [GameLab](#), [Kodu Game Lab \(Microsoft\)](#), or any other game creator, design a game for classroom use.
- ? The gamification of a course, unit of instruction, etc.
- ? Consider gender bias and game design in today’s world of games. Why are games designed mostly from a male perspective? What could we do to remedy this and what benefits would we reap?

? Game based learning as a disruptive technology for change using Van Eck and Gee's ideas on systems thinking. How might this affect the way that you teach?

? Why the school system is not ready for GBL en masse...yet; what stands in the way at this point?
Solutions?

? Students as co-creators of knowledge through collaborative game design projects; what better way is there than involving students in the process?

? Finding middle ground: Can COTS games satisfy the learning outcomes teachers need? Provide examples to support your findings.

These are just some of the areas that I have considered or thought might be worthy of a deeper look. To be frank, I am hoping that you have some personal convictions and therefore develop your own line of inquiry. You are free to explore any other topic of your choice so long as it satisfies the requirements of the assignment and deals with Mobile Technologies or GBL in some shape or form and is relevant to your learning. Often, some of the best "inquiries" come out of a situation for which you have no answer or that you cannot understand. Maybe it is something you have read and just want to know more about – would this work for me in my teaching? Does it have value and if so, what are the "costs"? Lastly, there is a possibility of not being able to fully answer your question; this is all part of authentic learning and does not constitute failure.

Requirements:

1. The deliverable may take on the form of your choice. Some fairly mainstream products might be:

-A formal paper including the requisite APA v.6 references and citations; 3000 words is the expectation

-An annotated bibliography containing 20 sources with in-depth descriptions

-An online resource for other educators – a website comes to mind first and foremost

-A formal presentation via the tool of your choice

There are others to be sure. It is expected that students devote approximately 6 hours per work towards this inquiry project. Regardless of which form the deliverable takes, all sources of information must be included using APA v.6 style.

2. While you will develop your own "guiding question" for the inquiry, somewhere in your deliverable, you should refer to either of the two Critical Challenge Questions for the course:

In what ways can mobile learning and technologies be utilized so as to benefit students and teachers both in and out of the classroom?

Or...

Can game based learning inform and benefit my teaching practices while offering alternative learning experiences for students?3.

I would like to see a preliminary outline of the project you are proposing prior to the due date. This is due on October 5th and can be emailed to me directly using: greg.lewis@gsuite.viu.ca

This should include a draft version of the guiding question you are posing and some preliminary thoughts, resources etc. Include any challenges you foresee – I can perhaps suggest some ideas or do some troubleshooting. This should be an informal check-in to see how things are progressing and/or the direction you are taking.

4. I need to be able to access all links, logons/passwords etc. depending on your topic/tool. Please include any instructions or information that I might require to access and evaluate your work.

5. Ten or more sources of information must be used and referenced within the project in APA format.

Individual/Pairs/Group – 50 Marks