Games-Based Learning

Spring 2018 - Caesar Campana

Hayesville High School

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Aries. leo. sagittarius. sunt
calida et sicca collerica
masculina. Orientalia.

Taurus. virgo. capricornus.
sunt frigida et sicca melanco
lica feminina. occidentalia.

Gemini.
aquarius.
libra. sunt calida et
humida masculina
sanguinea. meridionalia.

Cancer. scor
pius. pisces.
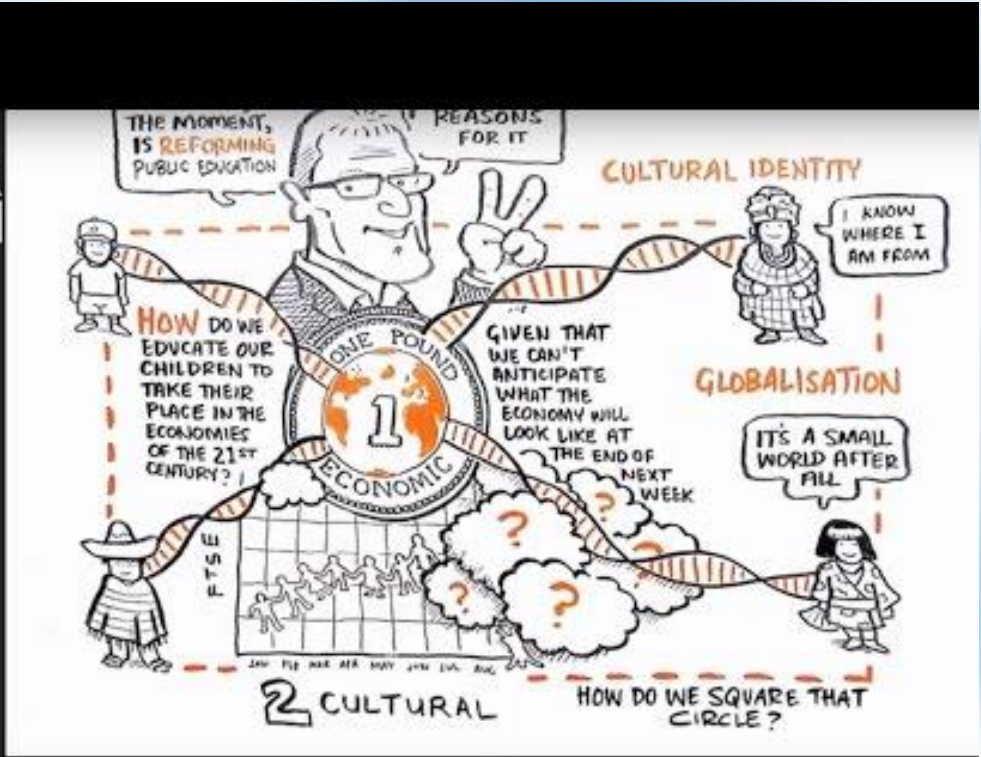sunt frigida et humi
da flemmatica femi
na. Septentrionalia.
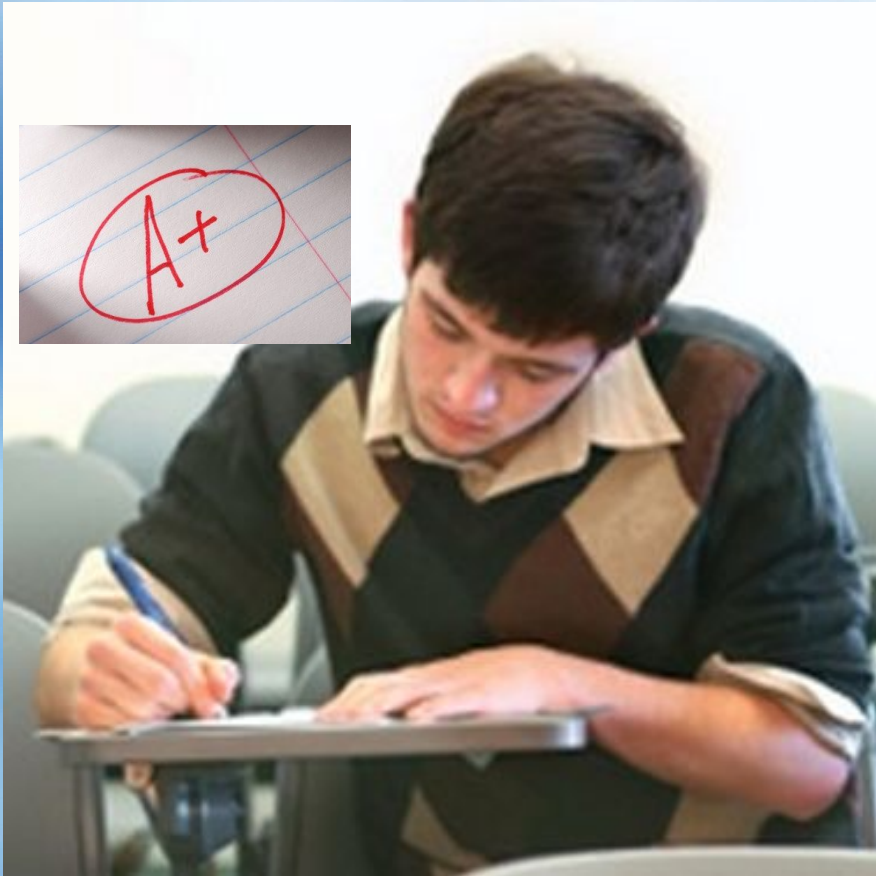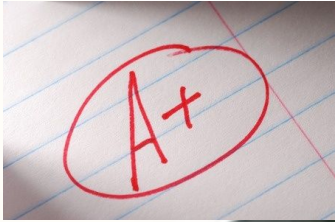
Sir Ken Robinson

REDSTONE
INSIDE THE FAMILY FEUD

WHO TO
BLAME FOR
**COLLEGE
COSTS**

$60 OIL?
BELIEVE IT

RETIREMENT GUIDE
REMARRY OR SHACK UP?
DYING WITHOUT A WILL

NOVEMBER 12, 2007 | WWW.FORBES.COM

Forbes

Nokia

ONE BILLION
CUSTOMERS—
CAN ANYONE
CATCH THE
CELL PHONE KING?

PLUS
11 GADGETS WE LOVE

Olli-Pekka Kallasvuo
Chief Executive

Professor James Paul Gee on Gaming Principles

GBL Hand-picked Games...

✓ **Are rich in academic content, ideally blending curricula**

✓ **Emphasize universally-important skills: critical thinking, problem-solving, strategizing, logistics analysis, data monitoring, communication, etc.**

✓ **Are free and accessible via Chromebooks**

✓ *Bonus if they also...*

  ○ **Foster global and contemporary issue awareness (*Climway*, *Executive Command*, *Oiligarchy*, *The Redistricting Game*, *Command and Control*)**

  ○ **Encourage empathy via a first-person experience (*Spent*, *3rd World Farmer*, *Geoguessr*, *Mission US*, *Quandary*)**

  ○ **Forge connections with other games (*Spitfire 1940* + *Battle of Britain* + *Call of War*...or *How the Market Works* + *Patrician III*)**

Field-Testing Results via Kahoot

AP

TOPIC:
EXECUTIVE
COMMAND
JAN 25, 2017

GBL...... **75.86%**

AP......... **78.92%**

Correct Answers	Incorrect Answers
13	0
13	0
12	1
12	0
12	1
11	1
11	2
11	2
10	3
10	2

Correct Answers	Incorrect Answers
12	1
12	1
12	1
11	2
11	2
11	1
10	1
10	3
9	4
9	1

Field-Testing Results via Kahoot

GBL

Correct Answers	Incorrect Answers
23	2
22	3
21	4
22	2
22	1
22	3
20	5
22	3
21	3
20	4

AP

Correct Answers	Incorrect Answers
22	3
19	4
18	6
18	6
16	9
17	7
16	9
13	12
13	12
11	14

Field-Testing Results via Kahoot

GBL

AP

TOPIC:
BATTLE OF
BRITAIN
FEB 20, 2017

GBL...... **70.99%**

AP........ **60.48%**

Correct Answers	Incorrect Answers
12	1
12	1
11	2
12	0
11	2
10	3
10	3
10	3
10	3
10	3

Correct Answers	Incorrect Answers
13	0
12	1
10	3
9	4
9	4
9	4
8	5
7	6
6	7
6	

Field-Testing Results via Kahoot

TOPIC:
US GEOGRAPHY
FEB 24, 2017

GBL...... **63.54%**

AP.......... **59.85%**

Correct Answers	Incorrect Answers
16	2
16	3
15	4
15	4
15	3
14	5
13	6
12	7
13	5
12	6

Correct Answers	Incorrect Answers
18	1
17	2
14	5
12	7
11	8
11	8
11	7
11	8
11	8
10	9

Field-Testing Results via Kahoot

GBL

AP

TOPIC:
DARK/MIDDLE
AGES
MAR 8, 2017

GBL...... **85.92%**

AP.......... **79.26%**

Correct Answers	Incorrect Answers
25	0
24	1
24	1
23	2
23	2
23	2
23	2
22	3
23	1
23	2

Correct Answers	Incorrect Answers
24	1
24	1
22	3
22	3
20	5
21	4
20	5
20	5
19	5
16	9

Field-Testing Results via Kahoot

TOPIC:
Hanseatic League
March 30, 2017
GBL...... **75.83%**

AP......... **54.80%**

GBL bottom ten

15	6
14	7
13	4
13	8
13	7
13	8
13	8
11	8
3	1
3	1
0	2

AP bottom ten

15	6
14	7
14	7
14	7
13	8
11	10
11	10
9	12
8	11
7	14
6	15

Field-Testing Results via Kahoot

TOPIC:
STOCK MARKET
MAY 11, 2017
GBL...... **67.34%**

AP......... **51.66%**

GBL BOTTOM TEN

12	6
11	10
11	9
11	10
10	10
10	11
10	11
7	14
6	1
4	7

AP BOTTOM TEN

13	8
13	8
12	9
13	8
12	9
9	11
9	12
8	13
8	13
9	11
7	14

ASSESSMENT TOOLS

Game as score:
[link to teacher-made basic rubric](#)
[link to teacher-made intensive rubric](#)
[link to Electrocity scoreboard](#)

Math Worksheet: [link to math worksheet](#)

Written Response: [link to Edmodo post](#)

Reading Comprehension Passage: [link to ActivelyLearn assignment](#)

Kahoot Summative Assessment: [Kahoot Quizzes](#)

Pleasant Surprises

- ✓ All reading material (tutorials, in-game messages, supplemental reading material) taken on with gusto
  - ○ [Actively Learn assignments](#)
  - ○ [Mission US screenshot](#)

- ✓ Supplemental viewing of otherwise esoteric material
  - ○ [BBC Pepper documentary](#)

- ✓ Willingness to research and apply/extend knowledge from gaming
  - ○ [Edmodo post](#)

- ✓ Counterintuitive/reverse-psychology learning
  - ○ [Pandemic II](#)
  - ○ [NYC Mafiosi](#)

- ✓ Improvement/Resilience mindset carrying over into assignments
- ✓ Collaboration & community in a healthily competitive environment
- ✓ Loud, intense learning experience ("aesthetic experience")

Ending Note: James Paul Gee