IITG Project Outcomes Form

Name of person reporting outcomes
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IITG Project Title (truncated)
SUNY Co-laboratory on Immersive Virtual Environments for STEM Learning

IITG Project Theme
Gaming and Simulation

Do you wish your current abstract to be used?
Yes

File One Upload and Brief Description
This file includes a powerpoint presentation for two of the graduate students working on the project who presented for SLN Instructional Designers and did a separate poster session at CIT.

File One

- ID-meeting-CIT-Poster.pptx

Hyperlinks to journal articles or press releases describing your project
http://blog.suny.edu/2013/08/suny-team-let-by-ualbany-researcher-investigates-games-for-enhanced-stem-education-in-k-12-environment/

Any additional comments or resources you wish to share?
We have many additional resources that were developed and shared as a result of the grant. Below are some samples of these:

Here are links to three additional presentations on the grant and themes in the area of games for learning. These full videos were recorded at the half-day conference on games for learning at the SOL Summit. In addition to our panel discussion outlining a $1.2 Million dollar grant project with NSF there are also presentations by national experts Ann Derryberry (talking about Gamification) and author and researcher Sean Duncan discussing games as "affinity spaces" where learners take on new identities in informal learning environments connected to games.

FRIDAY: Games for Learning
9:00am – 10:15am
Welcome and SUNY Games: An IITG Panel Discussion (Panelists: Peter Shea, Alan Oliveira, Bina Ramamurthy)
http://mediasite.suny.edu/mediasite/Viewer/?peid=976b2b252e664b669ed50e40fb176a641d

10:30am – 11:30am
Anne Derryberry: Badges: The "New Black," or another "Black Hole"?
http://mediasite.suny.edu/mediasite/Viewer/?peid=b053a9698ce24899b55444bcf8e30e771d

11:30am – 12:30pm
Sean Duncan: Affinity Spaces: Connecting Online Learning To Everyday Life
http://mediasite.suny.edu/mediasite/Viewer/?peid=cc436c1893e84e4e9d2d711b6053809d1d

Lori Scalatos from Stony Brook recently joined us in the project. She shared the following game she developed:

Energy Choices (http://artnsol.net/iecInterface/). You can run it as a simulation using "guest" as the username and password. The model is described at http://www.cs.sunysb.edu/~lori/IEC/guidelines.html

Lori is also developing graduate and undergraduate level courses in Games for Learning and Game Design and shared the course syllabus and information with our group and its available for other to view:

The syllabus for Lori's Educational Games course (graduate, face-to-face) is at http://www.cs.sunysb.edu/~lori/classes/games/EST579syllabus.html.

Lori's undergraduate course on game design (also face-to-face, syllabus at http://www.cs.sunysb.edu/~lori/classes/games/EST310syllabus.html).

Our intention in the IITG grant included a focus on Games for STEM and we decided that an example of an interdisciplinary topic in this field would be climate change. Roberta Johnson, who is the Executive Director of the National Earth Science Teachers Association and a member of our team shared her introductory Climate Change course.

https://www.windows2universe.org/php/registration/reg_login_und.php?location=/php/registration/reg_courses.php

login: atm103_faculty
password: atm103guest

Do you intend to create an ongoing "Community of Practice" within the SUNY Learning Commons to continue work and dialog regarding this project?
Yes

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