

Version 2

ETAP687 Schedule

Module	Dates	Assignments Due
Module 1 <i>Course Introduction</i>	May 28 – June 2	<p>Discussions Introduction: by 6/2</p> <p>Readings None, but begin reading for the next module</p> <p>Review all of the course information by 6/2</p>
Module 2 <i>What is a game and why Games?</i>	June 3 – June 16	<p>Discussions Initial Post: 6/6 Response 1: 6/10 Response 2: 6/12</p> <p>Required Readings</p> <ul style="list-style-type: none"> • McGonigal Introduction and Chapters 1-3 • Squire Chapter 1 & 2 • Barab, S., Gresalfi, M., & Arici, A. (2009). Why educators should care about games. <i>Educational Leadership</i>, 67(1), 76-80. <p>Required Videos</p> <ul style="list-style-type: none"> • Video with Squire - https://www.youtube.com/watch?v=JcGdh9AbIS8&list=PL50B022BA2C78FCEE&index=20 • Video with Jane McGonigal https://www.youtube.com/watch?v=OrZiWqGILKs&list=PL50B022BA2C78FCEE • Video: Constance Steinkuhler https://www.youtube.com/watch?v=HzUnp5hS-2l&list=PL50B022BA2C78FCEE <p>Game Blog Entry: 6/16 Reflective Journal Entry: 6/16</p>
Module 3 <i>Theories of Games for Learning</i>	June 17 – June 30	<p>Discussions Initial Post: 6/20 Response 1: 6/24 Response 2: 6/26</p> <p>Required Readings</p> <ul style="list-style-type: none"> • Squire Chapters 3 & 4 • Barab, S. A., Gresalfi, M., & Ingram-Goble, A. (2010). Transformational Play: Using Games to Position Person, Content, and Context. <i>Educational Researcher</i>, 39(7), 525-

Schedule and readings are subject to change

		<p>536. doi: 10.3102/0013189x10386593</p> <ul style="list-style-type: none"> • Shute, V. J., Reiber, L., & Van Eck, R. (2011). Games... and... learning. In R. Reiser & J. Dempsey (Eds.), <i>Trends and issues in instructional design and technology</i> (3rd ed.). Upper Saddle River, NJ: Pearson Education. (Only read pp.1-17) • Gee's 36 Principles of Good Game Design (Reference) • Shaffer, D. (2007). In Praise of epistemology. In B. E. Shelton & D. A. Wiley (Eds.), <i>The design & use of computer simulation games</i> (pp. 7-27). Netherlands: Sense Publishers. • Kebritchi, M., & Hirumi, A. c. (2008). Examining the pedagogical foundations of modern educational computer games. <i>Computers & Education</i>, 51(4), 1729-1743. <p>Required Videos</p> <ul style="list-style-type: none"> • Video with James Paul Gee: https://www.youtube.com/watch?v=JnEN2Sm4IIQ • Tom Chatfield: 7 Ways Games Reward the Brain: https://www.youtube.com/watch?v=KyamsZXXF2w <p>Self-Evaluation #1: 6/19 Game Blog Entry: 6/30 Reflective Journal Entry: 6/30</p>
Module 4 <i>Research and Practice</i>	July 1 – July 14	<p>Discussions Initial Post: 7/3 (this is one day sooner due to the Fourth of July) Response 1: 7/8 Response 2: 7/10</p> <p>Required Readings</p> <ul style="list-style-type: none"> • Squire Chapter 7 • Barab, S., Sadler, T., Heiselt, C., Hickey, D., & Zuiker, S. (2007). Relating Narrative, Inquiry, and Incriptions: Supporting Consequential Play. <i>Journal of Science Education and Technology</i>, 16(1), 59-82. doi: 10.1007/s10956-006-9033-3 • Connolly, T. M., Boyle, E. A., MacArthur, E., Hainey, T., & Boyle, J. M. (2012). A systematic literature review of empirical evidence on computer games and serious games. <i>Computers & Education</i>, 59(2), 661-686. doi: http://dx.doi.org/10.1016/j.compedu.2012.03.004 • Oblinger, D. G. (2006). Games and learning: Digital games have the potential to bring play back to the learning experience. <i>Educause Quarterly</i>, November, 5-7. • Clark, D., Tanner-Smith, E., & Killingsworth, S. Digital games for learning: A systematic review and meta-analysis. SRI International. • Squire, K., Halverson, R., & Gee, J. P. (2004). <i>Video games and the future of learning</i>. (Optional)

		<p>Required Videos</p> <ul style="list-style-type: none"> • Video with Sasha Barab: http://atlantisremixed.org/#big_thinker_series_video • Quest Atlantis Video - http://www.youtube.com/watch?v=9sQ7-6KfFQM&list=UUorm2YIJjNXfmMfog65TKoQ&index=24&feature=plpp_video <p>Game Blog Entry: 7/14 Reflective Journal Entry: 7/14</p>
Module 5 <i>Designing, Evaluating and Assessing Games</i>	Jul 15 – July 28	<p>Discussions Initial Post: 7/18 Response 1: 7/22 Response 2: 7/24</p> <p>Required Readings</p> <ul style="list-style-type: none"> • Squire Chapter 5 • de Freitas, S., & Oliver, M. (2006). How can exploratory learning with games and simulations within the curriculum be most effectively evaluated? <i>Computers & Education</i>, 46(3), 249-264. (Use their 4-frame table to evaluate games) • Gunter, G., Kenny, R. F., & Vick, E. H. (2008). Taking educational games seriously: using the RETAIN model to design endogenous fantasy into standalone educational games. <i>Education Tech Research Dev</i>, 56(5), 511-537. <p>Required Videos</p> <ul style="list-style-type: none"> • Designing Games That Teach and Assess Learning Outcomes: http://www.educause.edu/sites/default/files/library/presentations/ELI12/SESS26/Designing%2BGames%2BThat%2BTeach%2Band%2BAssess%2BLearning%2BOutcomes%2B.mp4 <p>Self-Evaluation #2: 7/17 Game Blog Entry: 7/28 Reflective Journal Entry: 7/28</p>
Module 6 <i>Gamification & Collaboration</i>	July 29 – August 16	<p>Discussions Initial Post: 8/1 Response 1: 8/5 Response 2: 8/7</p> <p>Required Readings</p> <ul style="list-style-type: none"> • Squire Chapter 6 & 8 • McGonigal Chapters 7 & 8 • <i>7 Things you should know about gamification</i>

- Simões, J., Redondo, R. D., & Vilas, A. F. (2013). A social gamification framework for a K-6 learning platform. *Computers in Human Behavior*, 29(2), 345-353. doi: <http://dx.doi.org/10.1016/j.chb.2012.06.007>

Required Videos

- Jenkins on the downsides of Gamification: <https://www.youtube.com/watch?v=vbym0fwMqMI&list=PL50B022BA2C78FCEE>
- Classroom Game Design: Paul Andersen at TEDxBozeman: <https://www.youtube.com/watch?v=4qIYGX0H6Ec>
- Gamifying Education: <https://www.youtube.com/watch?v=MuDlw1zIc94>

Games Evaluation: 8/16***Self-Evaluation #3: 8/16******Reflective Journal Entry: 8/16***