

IITG Project Outcomes Form

Name of person reporting outcomes

Peter Shea

Email

pshea@albany.edu

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

We developed a graduate level course as one piece of the grant project. Attached is the course syllabus with an overview, assignments, readings and other information for a full online course.

File One

- [ETAP687.Summer.Syllabus1.pdf](#)

File Two Upload and Brief Description

We developed a graduate level course as one piece of the grant project. Attached is a detailed course schedule with links to videos of important figures in the Games for Learning, Serious Games, and Gamification arena.

File Two

- [ETAP687-Schedule1.pdf](#)

File Three Upload and Brief Description

We conducted several presentations for SLN instructional designers, the SUNY Online Learning Summit, and the SUNY Conference on Instructional Technologies as we progressed through the grant. Attached is one of the powerpoints outlining the projects goals and work.

File Three

- [SUNY-Games-CIT-final.pptx](#)

Project Website Address (Hyperlink 1)

<http://sunyresearch.net/IITG>

Project Website Address (Hyperlink 2)

<http://sinsolsummit2013.edublogs.org/about/day-3/>

Hyperlinks to journal articles or press releases describing your project

<http://www.albany.edu/news/41449.php>

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

Yes

Consistent with the RFP, you must indicate which Creative Commons license you intend to use.

