Dr. Love is the Director of the Center for Academic Innovation and Information Technology Services at Texas A&M San Antonio, and an adjunct faculty member in the College of Education and Human Development. She is an innovative academic technology leader with over 12 years of collective experience in designing quality online/hybrid instruction at the course and program level, leading and mentoring academic technology teams, and developing professional development programs for Faculty with technology integration focus. Sherita Love has indicated she has no relevant financial relationship to disclose.

To download this handout go to: www.winston-sa.org/symposium/
Follow Me To Nether Nether Land!
Game-Based Learning in the Classroom

The Winston School, Annual Learning Symposium
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Outline

- What is Game-Based Learning (GBL)?
  - GBL vs. Gamification

- Why Games?
  - Problem Solving
  - Situated Cognition
  - Scaffolding, Feedback & Assessment
  - Social Constructivism
  - Identity Forming

- Introducing GBL into Your Instruction

Watch this...

A Vision of Students Today
https://youtu.be/dGCJ46vyR9o
After viewing this video even though the students were in college, how does this apply to your students?

Bloom’s Taxonomy - Revised

A definition...

What is Game-Based Learning?
Think of something you are an expert in, something you know really well. How did you learn how to use it?

**Low-Risk Environment, Cognitive Disequilibrium and Resolution**
Problem-Based Learning and Minecraft

Goal: Survive
How?
- Find Shelter & Food
- Decide on Materials for Shelter
- Find/Mine Materials
- Create Tools to Mine Materials
- Build Shelter

GAME-BASED LEARNING AND SITUATED COGNITION

Game-Based Learning and Situated Cognition

- What is Situated Cognition?
- How does GBL promote it?
Goal: Build a Sustainable City
- Establish Building Zones
- Learn the effects of poor planning and deal with Consequences

GAME-BASED LEARNING AND SCAFFOLDING

I think I can!...I think I can!...
I KNOW I can!
Scaffolding in *Moss* (VR at it’s finest)

**Goal:** Help a small mouse save the world through completing a series of quests.

- Solve **Complex** Puzzles to open gates, defeat villains and help others to escape

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**GAME-BASED LEARNING AND SOCIAL CONSTRUCTIVISM**

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Game-Based Learning and Social Constructivism

**Constructing Meaning through social interactions and discussions**
Social Constructivism and *Fortnight*

**Goal:** A battle royal game where the goal is to **survive** through building and collaborative fighting

**Example:** My First Introduction to *Fortnight*

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**GAME-BASED LEARNING AND IDENTITY**

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**Game-Based Learning and Identity**

**Identity?**

**Real, Virtual and Projected**

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A virtual reality role playing game based on real demographics, real situations, student-driven narrative facilitated by instructors rooted in sociological theory.

Introducing GBL In Your Classroom

Challenges, Opportunities, Best Practices

Questions?

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