



<http://bit.ly/2eJdMoK>





Game Based Learning: the Data Behind the Game





Hello!

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@libranski





My Story

- 1 email
 - Institute of Play - Teacher advisory board
 - Beta Tester - Glasslab Game (2013)
SimCityEDU, Argument Academy EDU, Use Your Brainz EDU
 - Internship - Glasslab Game (2014)
 - Entertainment Software Association Foundation (ESAF) - Grant Winner - “*Simulating STEM with SimCity*”
- 



“

Data to Guide Instructional Decision Making

The teacher dashboard allows me to take a quick look at the end of class to see where I need to begin the next day, either helping out those who need guidance or being prepared with suggestions on how to take the game to the next level.

”

Amy Stefanski
STEM Teacher at Dunlap Middle / Dunlap Valley Middle Schools



1

#gbl: What is it and why?

- Game Based Learning
- Why we should pay attention to it
- Who is paving the way?



“A degree of freedom must exist for play to thrive. Human are evolutionarily hard-wired to play.

-Matt Farber @MatthewFarber




#gbl

- ◇ Define: learning through games, immersive environments, w/ define learning outcomes
 - Simulations ([SimCity](#), [Farming Simulator](#))
 - Sandbox (SimCity, [Minecraft\(EDU\)](#), Civilization)
- ◇ Market will have a growth rate of 27% from '17-'21
- ◇ Connects contents: STEM, ELA, Social Sciences, etc.
- ◇ Data analytics

SimCity





When do you use it?

1. To repackage academic content
2. To promote critical and strategic thinking
3. To “engage” students not otherwise engaged
4. To support both struggling and talented students



Sign In

Sign Up Free!

So, I'm in. Now what?

- Free software (Glasslab & iCivics)
- District wide? (Filament)
- Class specific? (All)



Games

All Games

Academic Skills

- English Language Arts
- Mathematics
- Social Studies
- Science
- Foreign Language
- Arts
- Health and Phys Ed

21st Century Skills

- Collaboration
- Problem Solving
- System Thinking
- Creativity
- Communication

21st Century Readiness

- Financial Literacy



Argubot Academy EDU

Grades 6 - 8

GlassLab, Inc.



SimCity EDU

Grades 6 - 8

GlassLab, Inc.



Ratio Rancher

Grades 6 - 12

GlassLab, Inc.



Deep Sea Crisis

Grades 5th - 8th graders

GlassLab, Inc.



Reach For the Sun

PLANT STRUCTURE AND PROCESSES LEARNING GAME

\$5.99 per account

Plant a seedling and help it grow through the seasons to pollinate and produce flowers. Ward off bugs to ensure survival, learning about photosynthesis and the way seasons relate to plant life cycles.

View Product



Crazy Plant Shop

PLANT GENETICS LEARNING GAME

\$5.99 per account

Breed wacky plants in Crazy Plant Shop! Use a magic Punnett square machine to fulfill customer orders. Learn about trait inheritance and plant genetics as you cross-breed plants to keep your plant shop in business.

View Product



Cell Command

CELL STRUCTURE AND PROCESSES LEARNING GAME


\$5.99 per account

Captain a microscopic ship and lead your crew to protect the cells! Manage the cellular processes of critical cell structures including the membrane, mitochondria, golgi complex, and ribosomes.

View Product



Super! What do I
get?



Lesson Plans

Game play

Standards

Oh yeah, [Click Here](#)

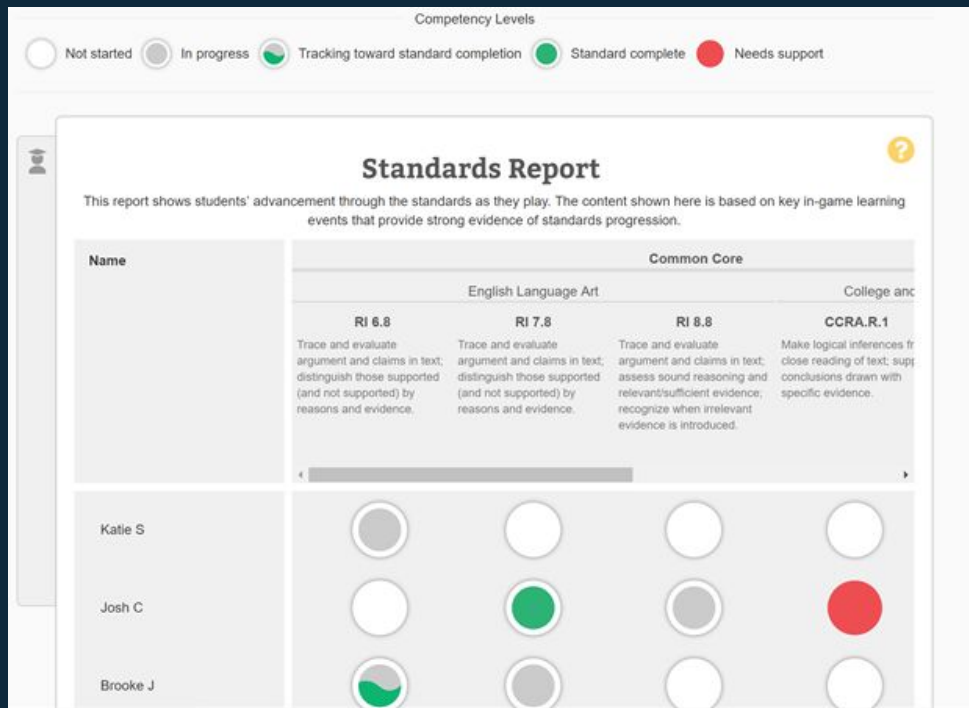


What about the data?



Objectives = Outcomes

Show Reports





Developers

Key stakeholders in the industry.



Who are the big players?

Glasslab Games



Filament Game



Strange Loop Game



Microsoft/Mojang



iCivics



BrainQuake



Osmo



Agnitus

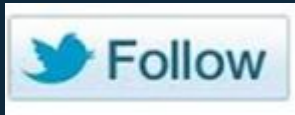
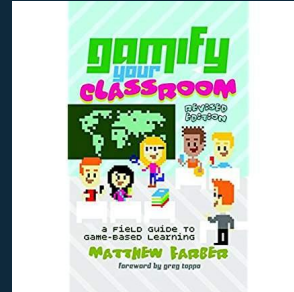
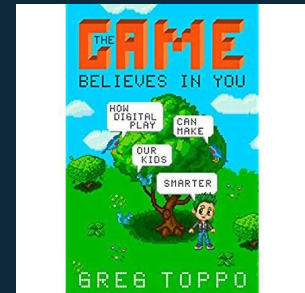


Want more? Yes!

Gabe Zichermann (2011) - TED



"Gaming in the Classroom is not what you think"



[@MatthewFarber](#)

[@FilamentGames](#)

[@PlayCraftLearn](#)

[@jlindl](#)

[@GamerResearch](#)

[@gtoppo](#)

[@IGDA_SGSIG](#)

[@SimCityEDU](#)

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[@markdeloura](#)

[@GlassLabGames](#)

[@GameBelieves](#)

[@instituteofplay](#)



Thanks!

Any questions?

