

PEDAGOGY AND GAME-BASED LEARNING

Through class-based observations, the Playing to Learn project found that meaningful, structured, and supported game-based pedagogies create classroom ecologies most conducive to game-based learning.

THE ECOLOGIES OF GAME-BASED PEDAGOGY

MEANINGFUL GAME-BASED PEDAGOGY

SUPPORTIVE GAME PLAY AND GAME-BASED PEDAGOGY

STRUCTURED GAME PLAY PEDAGOGY

MEANINGFUL GAME-BASED PEDAGOGY

- Game-based learning is established prior to play through introductory lessons to provide background and purpose.
- Game play is followed by a specific learning task requiring students to apply knowledge from the game.
- Meaningful learning activities connect the game to prior learning, the geography curriculum, and the real world.
- Rich learning activities require higher order critical thinking such as class discussion or debate, or the production of a travel video for a particular region.
- Game content is the focus, not technology. Electronic platforms such as Google Classroom or a board-based D2L site are used but are tangential to the game and game-based learning.

STRUCTURED GAME PLAY PEDAGOGY

- Game play is structured and focused. Students are asked to identify and compile specific information and to pay attention to particular items or objects while working through the game.
- Students are accountable for learning during play. Artifacts such as jot notes or handouts are submitted as evidence of learning at the end of game play.
- Time frames are provided for game play and the completion of tasks. An appropriate pace is maintained throughout game play and the completion of tasks.

SUPPORTIVE GAME PLAY AND GAME-BASED PEDAGOGY

- Teachers are co-engaged in game play, demonstrating knowledge of the game and speaking with students about their own experiences and their students' experiences while playing the game.
- Teachers regularly check in with their students during game play, circulating to ask questions connected to learning and to the follow up activity/activities.
- Teachers create and facilitate a classroom environment that encourages inquiry-based learning and collaboration during game play.