



NORTHEAST COMPREHENSIVE CENTER

Gaming and Early Learners

April 2014

I. Neal Kar, Monique C. Morgan, Emily Rukobo, Julie Zarmer



Overview

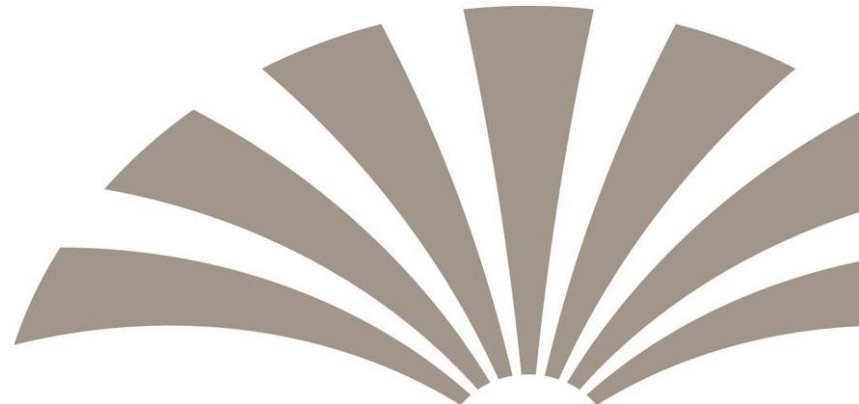
- What is game-based learning?
- What are the benefits of game-based learning?
- Are all educational games beneficial?
- What are the barriers for teachers?
- Recommendations

Goal:

The purpose of this presentation is to explore game-based learning and its effect early learners' development and learning.



What is game-based learning?



What is game-based learning?

- Game-based learning is various software applications that utilize games for learning purposes



What is game-based learning?

- Play-based technologies include Interactive Classroom Technologies
- Game-based learning is various software applications that utilize games for learning purposes



What is game-based learning?

- What does the Joint Information System Committee's definition of game-based learning add to your own definition?
- What ICTs do you currently employ that can best be adapted for game-based learning?



What are the benefits of game-based learning?



What are the benefits of games-based learning?

- Motivation to Learn
- Social Development
- Cognitive Development



What are the benefits of games-based learning?

- Cognitive Development
 - Piagetian Theory
 - Vygotsky's Theory



What are the benefits of games-based learning?

- What other benefits of game-based learning do you anticipate?
- How does Piaget's and Vygotsky's theory fit into your school's application of ICTs?



Are all educational games beneficial?



Are all educational games beneficial?

- Fisher-Price
- Open Solutions
- Walt Disney Company



Are all educational games beneficial?

- What resources could you use to select developmentally appropriate games for early learners?
- How can you evaluate the developmental and educational benefits of digital games for students?



What are the barriers for teachers?



What are the barriers for teachers?

- Identifying developmentally appropriate platforms
- Applying game-based learning to the curriculum



What are the barriers for teachers?

- What other barriers might teachers encounter?
- How can teachers integrate game-based learning into the curriculum alongside traditional instructional methods?



Recommendations



Recommendations

- Conduct research on game-based technology
- Built in supports
- Learning communities



Food for Thought

- What type of professional development have you already received for the implementation of digital games in the classroom? What components was it lacking?
- Which recommendation would best fit your educational community's culture?





Is digital game-based learning a good idea for your district?





NORTHEAST COMPREHENSIVE CENTER

[Read the brief](#)

Connect with us on [LinkedIn](#)

Follow us on Twitter
[@NECompCenter](#)

Thank you.