Games & Learning Community Group Webinar:  
Using Games and Simulations to Support Learning in the Classroom  
February 20, 2019  
Recording: https://educause.acms.com/pbm2rp8nn3kj/  

Facilitator: Akesha Horton, Director of Curriculum and Instruction, Indiana University, Bloomington  

Speaker: D. Matthew Boyer, Assistant Professor of Digital Media and Learning in the College of Education, Clemson University  

Dr. Matthew Boyer is an Assistant Professor of Digital Media and Learning in the College of Education at Clemson University. At Clemson, Dr. Boyer teaches an undergraduate Teacher Education course, Foundations of Digital Media and Learning, and graduate courses in Qualitative Research methodology and in the PhD program in Learning Sciences, including courses on learning environments and game-based learning research and development. His current research projects include work with game-based learning, learning analytics, and virtual reality.  

In this webinar, we will discuss the theories and practices of using game- and simulation-based learning in the classroom. We'll share methods for integrating games and simulations to support a range of learning goals. The discussion will be relevant to face-to-face, hybrid, and online learning environments.  

The webinar is brought to you by the EDUCAUSE Games and Learning Community Group. For more about this group, visit https://www.educause.edu/community/games-and-learning-community-group  

Webinar Chat Transcript  

Karen Wetzel, EDUCAUSE: Welcome to today's Games and Learning Community Group webinar! We'll be starting in about 10 minutes.  

Akesha Horton: Hi Everyone, and thank you for attending!  

Akesha Horton: Where is everyone from?  

Akesha Horton: I am in Indiana... at Indiana University  

Karen Burns: Hi. Tuscaloosa Alabama here. Roll Tide!  

Akesha Horton: Roll Tide is the appropriate response to most things  

Karen Wetzel, EDUCAUSE: I'm just outside of D.C., on a wet and messy snow day.  

Madeleine: Hello to Akesha, my neighbor on the IUB campus.
Karen Burns: I can't stay for the whole session but I assume it will be recorded and available later?

Jennifer Mroz: Winston-Salem NC, cold and rainy here

Akesha Horton: HI Madeleine! We missed you yesterday!

Karen Wetzel, EDUCAUSE: Hi Karen -- that's right! We'll be recording the session and make sure it's available in the EDUCAUSE Library.

Akesha Horton: Welcome Jennifer!

Sandra Rogers: Hello!

Dave McCool: Muzzy Lane Software here

Sandra Rogers: Spring Hill College here

Danielle: Hi. I'm with Catalyst Learning in Louisville, KY.

Karen Wetzel, EDUCAUSE: To learn more about the Games and Learning Community Group, visit: https://www.educause.edu/community/games-and-learning-community-group

Karen Wetzel, EDUCAUSE: Feel free to add your questions throughout today's webinar in this chat area. Feel free to share, too, your own experiences in this area.

Dave McCool: Thanks - appreciate the reference!

Feng-Ru: I have to leave 15 minutes early and wonder if this webinar will be recorded and shared later?

Akesha Horton: Yes, we will share the link to the recording as soon as it is available.

Feng-Ru: thank you very much

Tori Mondelli: Hi from ELI - Tori Mondelli

mordy: Listening from Ottawa University-Kansas

Akesha Horton: welcome

Akesha Horton: https://jamespaulgee.com

Akesha Horton: Are there any questions so far?

Sandra Rogers: IMHO, CandyCrush is scheduled play, cutting you off at the peak flow, that could lead to addictive and/or costly behavior (e.g., pay-to-extend-play)

Tricia Boucher: Hi Akesha!

Tricia Boucher: : )

Akesha Horton: Hi!

Akesha Horton: Welcome!
Akesha Horton: Sandra I will share your thought shortly.
Sandra Rogers: I liked CC but ended up removing it from my computer when I noticed this scheduled reinforcement of behavior.

charles.neal@ottawa.edu: Hello everyone, I am connecting from Jeffersonville, Indiana also on a wet and messy (thankfully not snowy) day.

Akesha Horton: Welcome Charles!
Akesha Horton: Are there any questions?
Tricia Boucher: Hey Akesha, is this being recorded? My job keeps interrupting me! :)

Akesha Horton: Yes, we will share the link to the recording as soon as it is available.
Karen Wetzel, EDUCAUSE: Feel free to also share how you have used games and simulations for learning at your institution!

Tricia Boucher: You are awesome. Thank you!

Jennifer Mroz: I am developing an escape room for teaching patient safety for next week - cross my fingers!
Akesha Horton: Escape rooms are so hands on for students... I love the level of engagement!

Jennifer Mroz: engagement is one of the things I love about games :) they intrinsically engage all ages
Akesha Horton: I agree!
Akesha Horton: https://sashabarab.org/projects/quest-atlantis/
Akesha Horton: https://www.tiltbrush.com
Akesha Horton: http://papersplea.se
Akesha Horton: https://gonehome.game
Akesha Horton: https://www.instituteofplay.org

Sandra Rogers: That's called machinima (machine made cinema)
Akesha Horton: yes!

Sandra Rogers: Learn commands pertinent to research analysis to capture chat logs (e.g., /log) and/or images (e.g., print screen) to computer station public folder.

Sandra Rogers: Determine reading level of videogame text by analyzing chat logs with the Flesch-Kincaid readability index. Make sure participants’ reading levels are within 2 grade levels of the index.
Akesha Horton: @Sandra...those are valuable tools for assessments and evaluation
Akesha Horton: Are there any other questions?
Sandra Rogers: Use vocabulary concordancer (e.g., Range software) to obtain frequently occurring words from chat log texts for assessment.
Akesha Horton: That is valuable
Akesha Horton: is there a parting question I can share?
Annie Shebanow: thank you.
Jennifer Van Cuyk: Thank you!
Akesha Horton: akesha@gmail.com
Kattrina: Thank you!
Karen Wetzel, EDUCAUSE: Thanks everyone!
Carine (Ottawa University): Thank you!
Cordah IUB: Thanks.
Sandra Rogers: Thank you all!
Suzan Rhoades: Thanks!
Dave McCool: Thank you!
Jason Williams OU: Thank you!
Megan: Thanks!
Jennifer Mroz: thanks!!!
Akesha Horton: Thanks!