

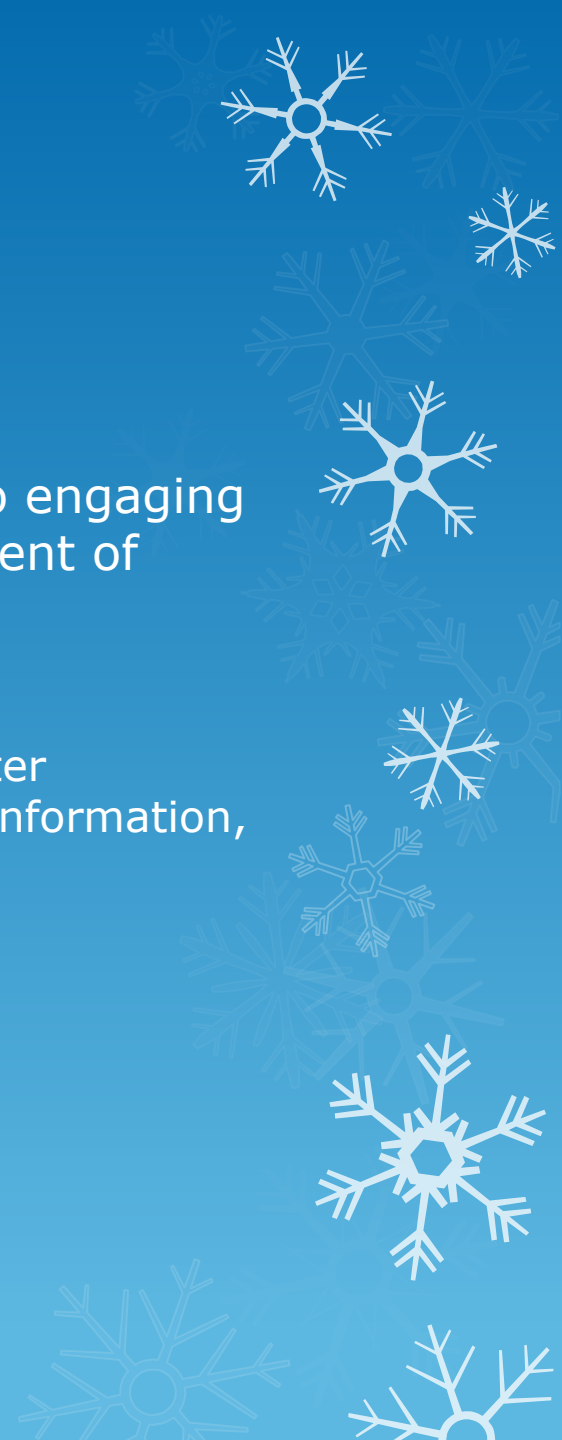
# Advantages and Disadvantages of Using Games for Learning

By Patrick Walsh



# Advantages

- Using games in the classroom lends itself to engaging the learners as well as creates an environment of experiential learning.
  - The interaction in these games creates a better understanding for the learners in regards to information, tools, materials, and even the other learners.
- Creates an “Engaged Learning Design”



# How Game Design can Influence Instructional Design

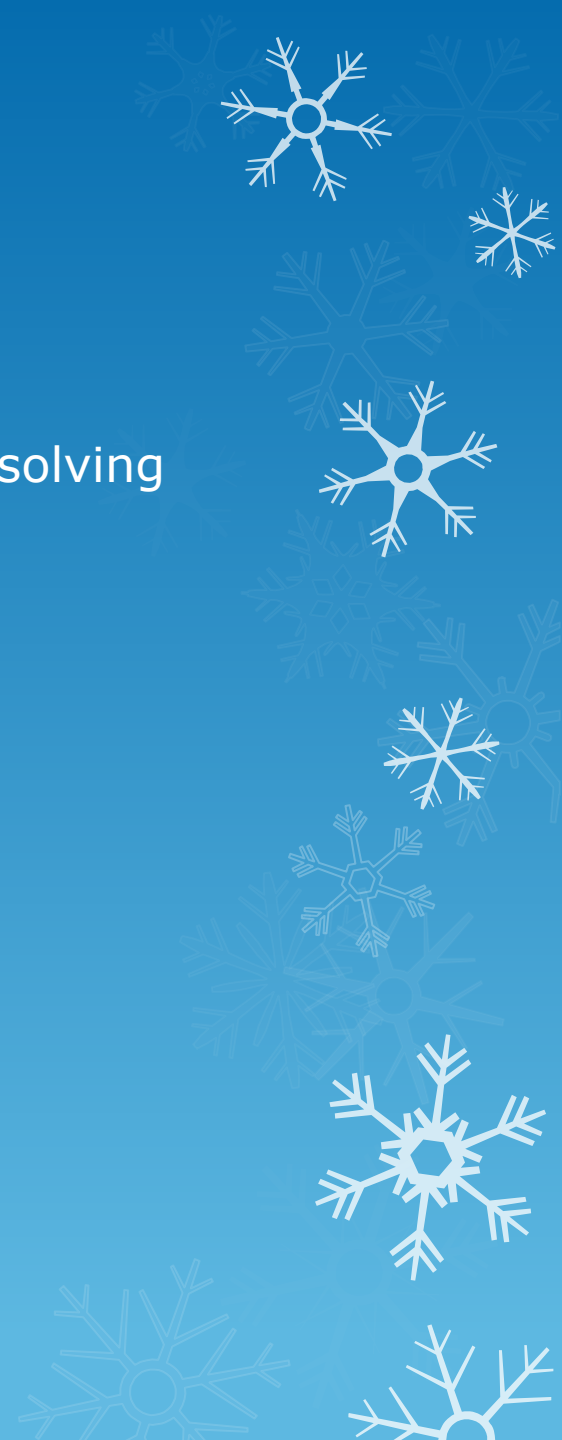
- Analyzes the current movement toward using games and game design to enhance teaching and learning
- Creates an environment that can analyze the perspective, narrative, and interactivity of the learners amongst one another
  - Perspective
    - Broad view vs. One persons view
  - Narrative
    - Ex: Quest Atlantis framework of teaching through a storyline
  - Interactivity
    - Learners participating together in a game to promote their learning

# Perspective

- Types of Perspectives:
  - Early game design consisted of Orthographic View
    - One Frame (ex: Pac man, asteroids, etc.)
  - Moving into the game
    - There are side-scrollers which means that there is space outside of the visible window
  - Isometric View: 2 ½ Dimensional
  - First Person Point-of-View
  - Third Person Point-of-View
- Relevance for Education
  - “Moving the learner into the material”
  - Project/ Problem based learning

# Narrative

- Creates a cognitive framework for problem-solving
  - Back story
  - Scenarios
  - spatial vs. linear
- Relevance for Learning
  - Problem / Project / Case based learning
  - Plausibility is essential
    - “fantasy sustained if plausibility is maintained”



# Interactivity

- “A game is a series of interesting choices” – Sid Meier
- Choices promotes the following:
  - An engaged learner
  - Critical thinking
  - Motivation to learn

# Disadvantages

- Creates a series of developmental challenges for the learners
- Game culture and play could be a disadvantage to the learner if not designed correctly

