

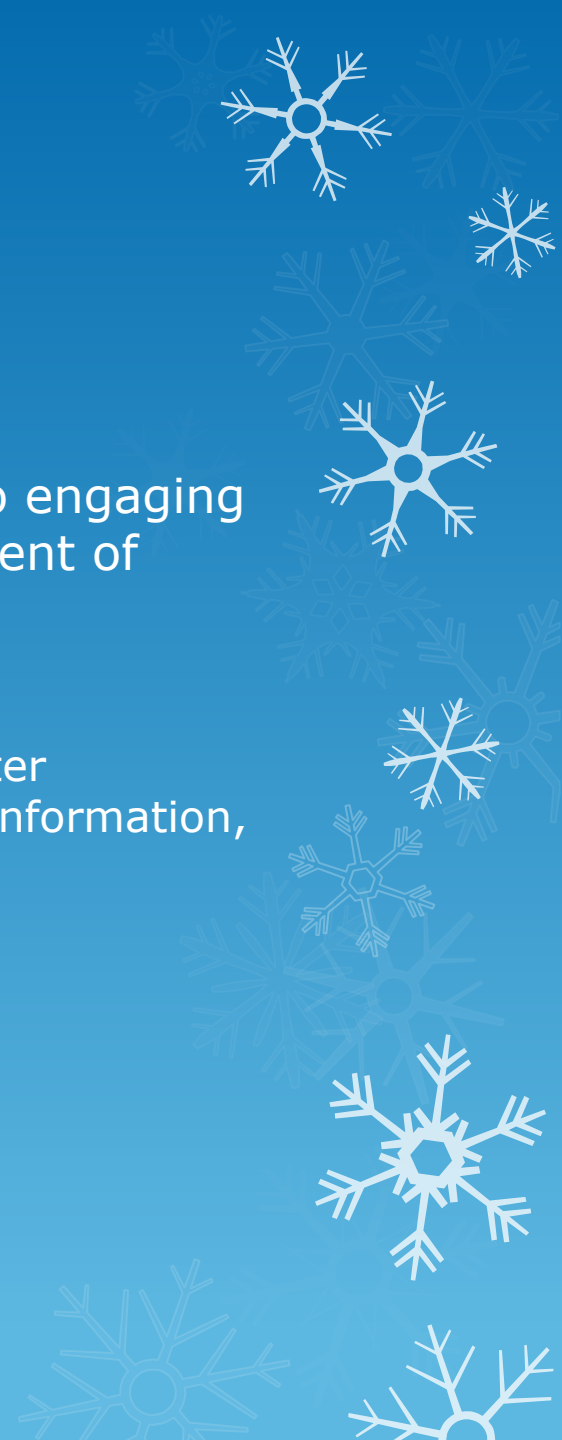
Advantages and Disadvantages of Using Games for Learning

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

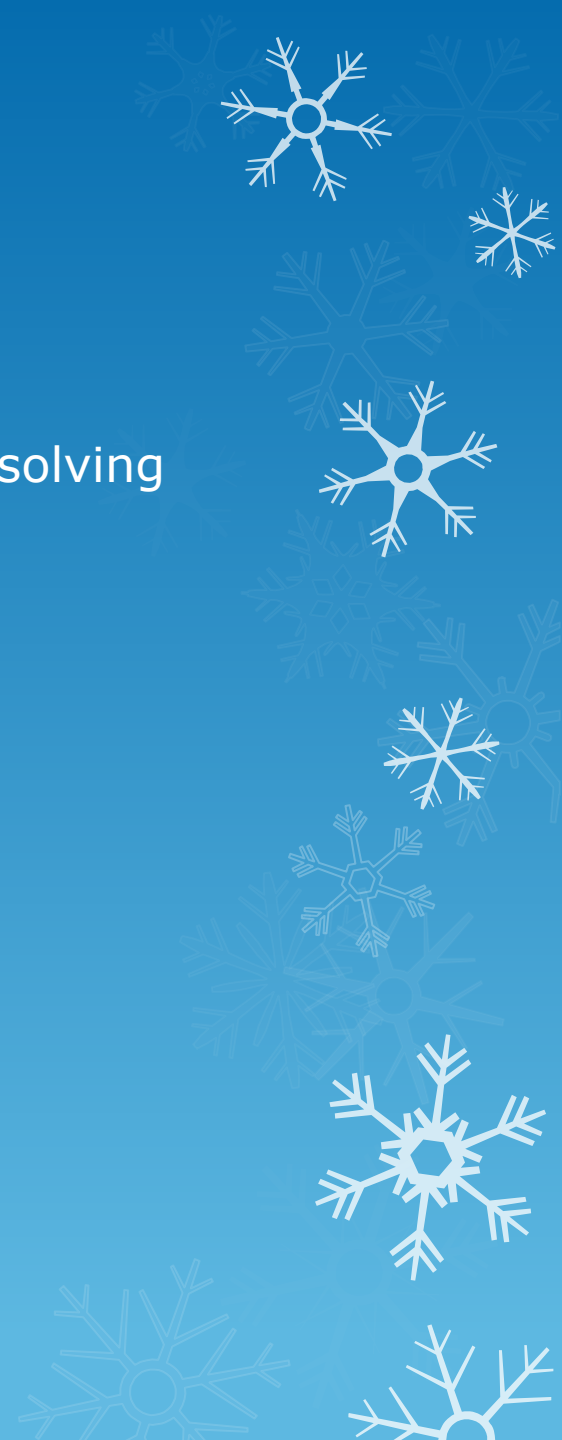
- Analyzes the current movement toward using games and game design to enhance teaching and learning
- Creates an environment that can analyze the perspective, narrative, and interactivity of the learners amongst one another
 - Perspective
 - Broad view vs. One persons view
 - Narrative
 - Ex: Quest Atlantis 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

