Advantages and Disadvantages of Using Games for Learning

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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"





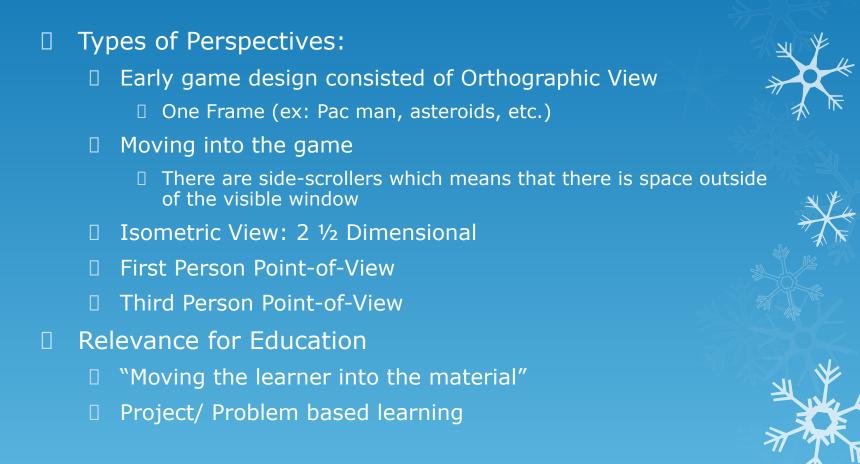
How Game Design can Influence Instructional Design

- 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





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



- 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







