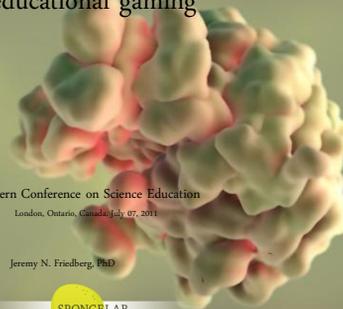


Immersive learning through educational gaming



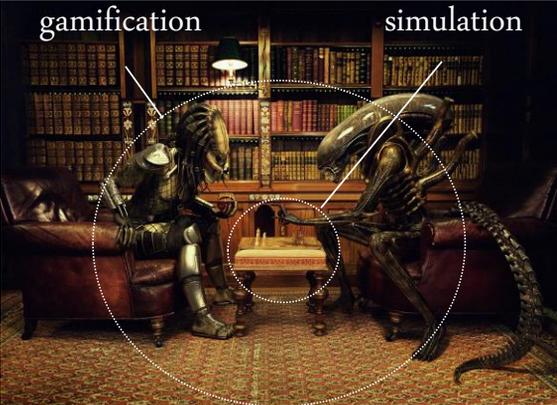
Western Conference on Science Education
London, Ontario, Canada July 07, 2011

Jeremy N. Friedberg, PhD

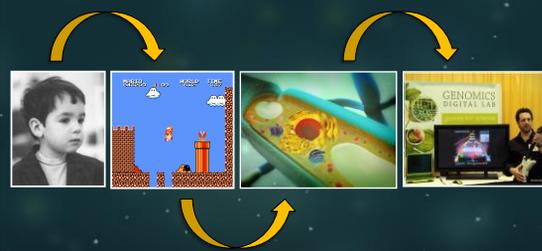
Promo Code: WCSE

SPONGELAB

gamification simulation



going from gamer — to scientist — to game developer

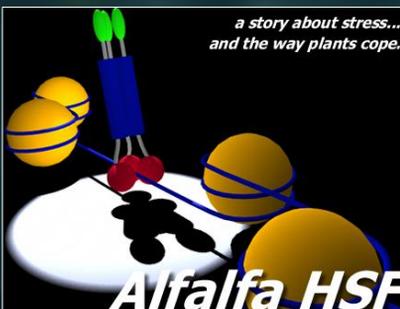


exploring media for teaching



my research

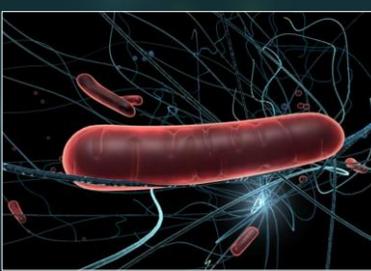
a story about stress... and the way plants cope.



Alfalfa HSF

exploring media for teaching

the **cellscapeexplorer** project





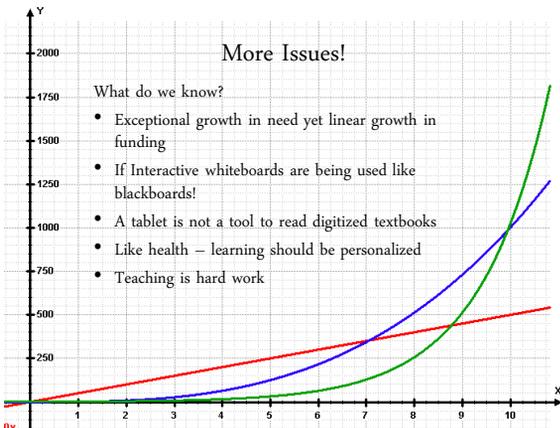
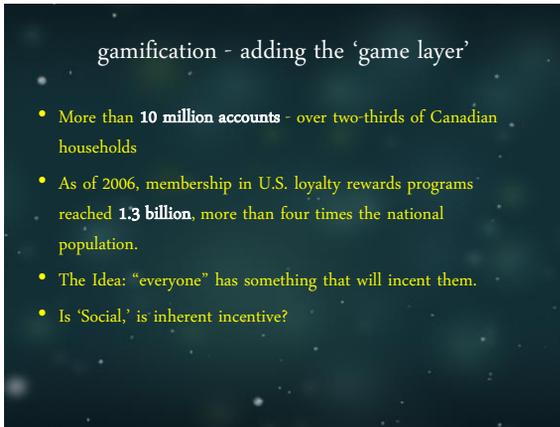
a brief history of game-based learning

- 40+ years of practice
- Critical Thinking
- Creativity
- Personal Reward (gamification)
- Social Reward (gamification)

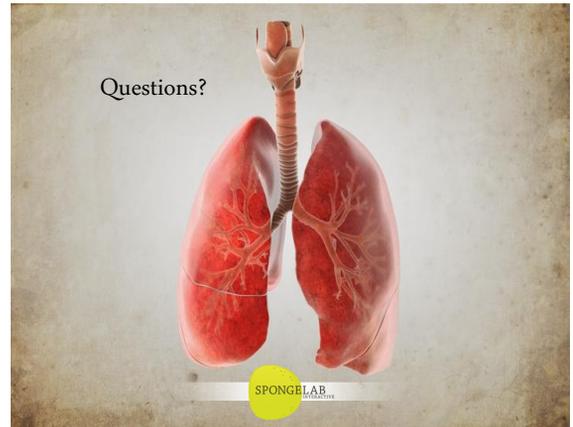
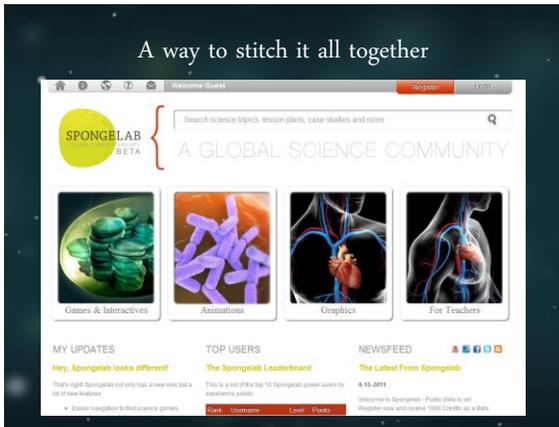
a brief history of game-based learning

Game-based learning Benefits

- Teach & assess simultaneously
- Temporal understanding of knowledge acquisition
- Capacity for full sensory engagement
- Facilitator feedback



A way to stitch it all together



simulation-based interactives

Build A Cell



We want your feedback. Please contact us at support@spongelab.com

