Immersive learning through educational gaming

Western Conference on Science Education

Promo Code: WCSE

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 cellscape explorer project
Spongelab?

An Educational Gaming Company

What makes games so special?

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 brief history of game-based learning
gamification - adding the 'game layer'

- More than 10 million accounts - over two-thirds of Canadian households
- As of 2006, membership in U.S. loyalty rewards programs reached 1.3 billion, more than four times the national population.
- The Idea: "everyone" has something that will incent them.
- Is 'Social,' is inherent incentive?

The Issues!

- The Institution of education
- Hardware and infrastructure
- Multiple platforms
- The "real-world" classroom
- Users are not your purchasers
- Engagement
- Teaching
- Assessment
- Reporting

More Issues!

What do we know?

- Exceptional growth in need yet linear growth in funding
- If Interactive whiteboards are being used like blackboards
- A tablet is not a tool to read digitized textbooks
- Like health – learning should be personalized
- Teaching is hard work

Solutions!

- Design for the environment & Content
- Experiment with appropriate rewards
- Data capture for temporal assessment
- Data & metrics to improve your process
- Work with and not for the community
- Develop new business models
A way to stitch it all together

Questions?

simulation-based interactives

Build A Cell

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