GAMES AND LEARNING
EDUCATION 2018
AGENDA

1. Welcome
2. About the Community
3. Lightning Talks
4. Game: Rescue Rally
5. Featured Talk
6. Closing
HELLO!

Michael Hilborn, Kae Novak, DP
Harris, Casey Davis, Chas Grundy
CHECK IN
bit.ly/gamescheckin
TAKING IT TO THE STREETS
PHOTOQUEST
FRI 9 AM

#EDU18
#PHOTOQUEST

bit.ly/gamescheckin
G&L Community Group

- Webinars
- Book club
- In-person meetings
- Email discussion
REALITY IS BROKEN

Why Games Make Us Better and How They Can Change The World

JANE McCONIGAL

BOOK CLUB

sites.google.com/view/educause-glbc

bit.ly/gamescheckin
ELLE THE ENDLESS LEARNER - DEMO OF A LANGUAGE LEARNING GAME

Don Merritt
University of Central Florida
AWAKENING THE SCIENTIST IN ALL OF US

DP Harris
Loma Linda University
EYE WONDER
SIMULATED LEARNING ENVIRONMENTS PROVIDE...

× SPACE TO LEARN
× TIME TO EXPLORE
× FREEDOM TO FAIL
× ROOM TO GROW
GARDEN GRAZING
INTERACTIVE LABS

A Student's Life (Story 1) HD.mov
VIRTUAL ANATOMY
I WONDER
Pervasive Games: Taking it to the Streets

Kae Novak
Front Range Community College
GooseChase
Metaverse
Ingress
ENGAGE YOUR STUDENTS IN A GAMIFIED CLASSROOM: EVO MINECRAFT MOOC

Vance Stevens
Learning2gether & Webheads in Action
EVO stands for Electronic Village Online.

The Electronic Village is physically established as a fixture at the annual TESOL conferences last century. In 2001 Electronic Village Online was established as a virtual event. It has taken place each January and February since then.
INTERACTING WITH INTERACTIVE FICTION IN HIGHER EDUCATION

Michael Hilborn
Harvard University
DIGITAL STORYTELLING: CREATING INTERACTIVE LESSONS AND ASSIGNMENTS WITH TWINE

Abi Johnson
The College of Saint Rose
SERIOUS GAMES AND DIGITAL PLATFORMS FOR INTEGRATED STEM LEARNING

Kim Flintoff
Curtin University
RESCUE POINT
RALLY

bit.ly/gamescheckin
RESCUE POINT RALLY: WHAT’S IN FRONT OF YOU...

- A MAP OF OLYMPUS MONS (GAME BOARD) & MARKER
- RESCUE RALLY ACTION POOL GRID & MARKER
- SALVAGE LIST
- EQUIPMENT ROSTER & WRITING UTENSIL
- DECK OF CHARACTER CARDS
- DECK OF CRISIS CARDS
- ONE 10-SIDED DIE (OR [HTTP://WWW.ROLL-DICE-ONLINE.COM/])

RESCUE POINT RALLY: THE GOAL

WITHIN 5 DAYS (TURNS): GET TO THE CENTER OF OLYMPUS MONS WITH AS MANY ACTION POINTS AS POSSIBLE. THE TEAM WITH THE MOST ACTION POINTS WINS.

- EACH "UNTAPPED" CHARACTER GAINS TEAM ADDITIONAL 2 ACTION POINTS
- EACH UNUSED PIECE OF EQUIPMENT GAINS TEAM ADDITIONAL 2 ACTION POINTS

RESCUE POINT RALLY: OVERALL PLAY

● **SET UP**
● **DAY 1**
  ○ **SELECT EQUIPMENT**
  ○ **MOVE**
● **DAYS 2-5**
  ○ **DRAW CRISIS CARD**
  ○ **RESOLVE CRISIS**
  ○ **MOVE**

RESCUE POINT RALLY: SET UP

- **SHUFFLE CRISIS DECK & PLACE FACE DOWN**
- **SHUFFLE CHARACTER DECK**
  - DRAW 5 CARDS & PLACE FACE UP
- **PUT A MARKER ON THE ACTION POINT POOL AT SQUARE 15**
- **PUT A MARKER ON ONE OF THE CRASH SITES ON THE GAME BOARD**

RESCUE POINT RALLY: DAY 1

● SELECT EQUIPMENT
  ○ CHOOSE AND PRIORITIZE THE EQUIPMENT ON EQUIPMENT ROSTER

● COMPARE WITH NASA’S LIST AND SCORE
  ○ 1 ACTION POINT IF YOUR EQUIPMENT IS IN NASA’S LIST
  ○ ADDITIONAL ACTION POINT FOR EACH PIECE OF EQUIPMENT THAT IS CORRECTLY PRIORITIZED

RESCUE POINT RALLY: DAY 1 - NASA'S LIST

1. OXYGEN
2. WATER
3. STELLAR MAP
4. FOOD CONCENTRATE
5. SOLAR-POWERED FM TRANSMITTER

RESCUE POINT RALLY: DAY 1

● MOVE
  ○ MOVE TEAM 1–2 ADJACENT SPACES CLOSER TO THE RALLY POINT
  ○ EACH MOVEMENT COSTS 2 ACTION POINTS

RESCUE POINT RALLY: DAYS 2-5

- **DRAW CRISIS CARD**
- **RESOLVE CRISIS CARD**
  - SELECT CHARACTER CARD (IF ANY) TO USE AND "TAP" (TURN SIDEWAYS)
  - USE UP TO 2 ACTION POINTS TO ADD 1-2 TO ROLL
  - ROLL DIE AND FOLLOW INSTRUCTIONS ON CARD
  - JETTISON 1 PIECE OF EQUIPMENT TO RE-ROLL (ONLY ONCE)

RESCUE POINT RALLY: DAYS 2-5

- **MOVE**
  - MOVE TEAM 1-2 ADJACENT SPACES CLOSER TO THE RALLY POINT
  - EACH MOVEMENT COSTS 2 ACTION POINTS

RESCUE POINT RALLY: THE RESCUE

● SCORE ACTION POINTS IF AT RESCUE POINT
  ○ REMAINING ACTION POINTS IN ACTION POOL +
  ○ 2 ACTION POINTS PER UNTAPPED CHARACTER +
  ○ 2 ACTION POINTS PER PIECE OF EQUIPMENT

AND THE WINNER IS...?
START TODAY!

**Quizlet**
Flashcards, quizzes, games for study sets

**Kahoot!**
Trivia-style games and competitions on mobile

**Poll Everywhere**
Polling and trivia for mobile interactions

SESSION EVALUATIONS

In the online agenda, click on the “Evaluate Session” link.

From the mobile app, click on the session you want from the schedule > then click the associated resources > and the evaluation will pop up in the list.
THANKS!
CREDITS

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