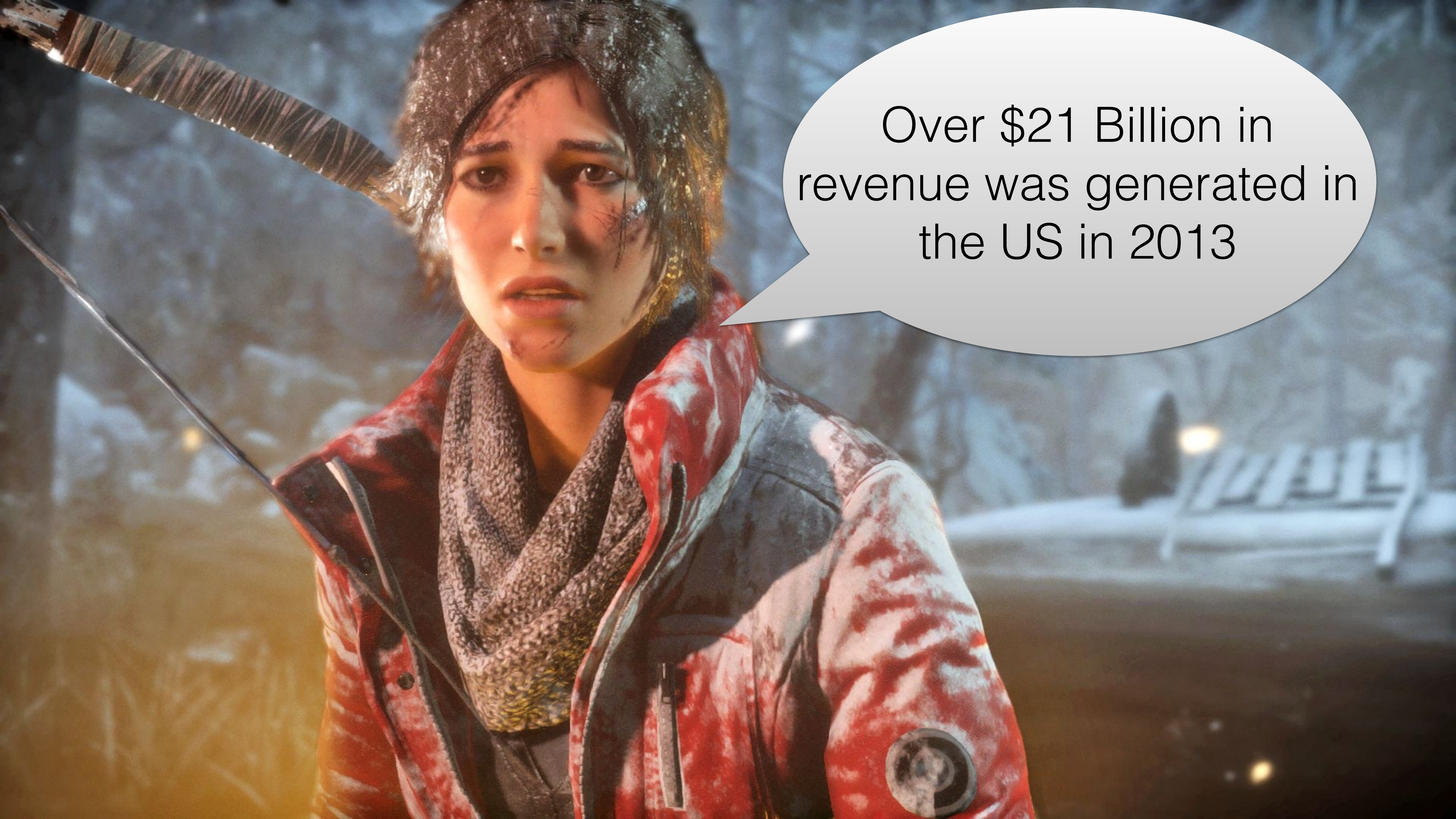


A woman with dark hair, wearing a red and blue plaid hooded jacket, is looking upwards with a focused expression. She is holding a glowing, bright yellow light source in her right hand. The background is dark and rocky, with a bright, glowing light source in the upper left corner, creating a dramatic, high-contrast scene. The overall atmosphere is mysterious and adventurous.

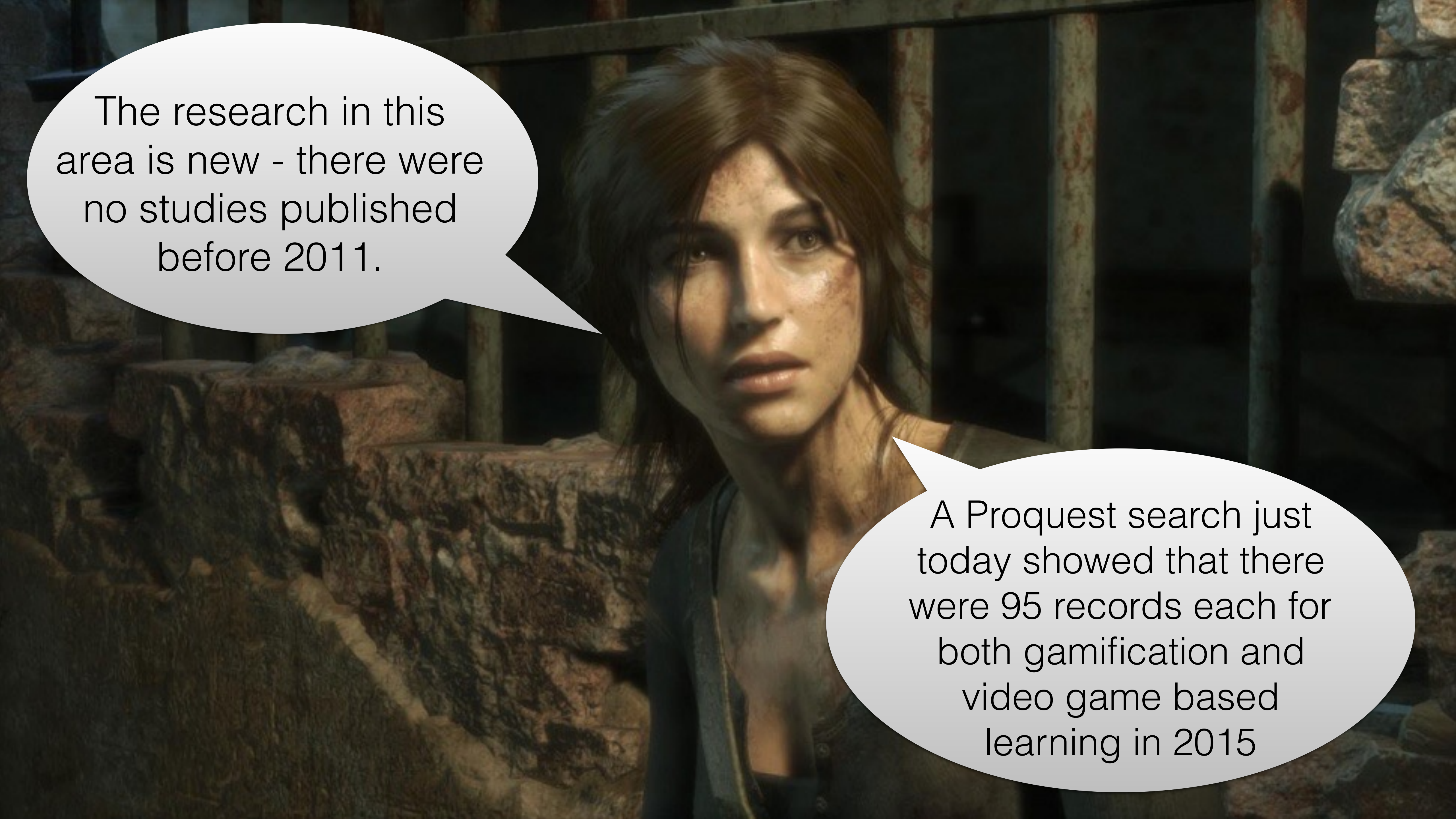
Searching the Literature: Game Based Learning, Gamification, and HCI



Over \$21 Billion in
revenue was generated in
the US in 2013

Question: Can video game based learning or gamification in the classroom create a culture where students are more engaged and are willing to go above and beyond the minimum requirements?





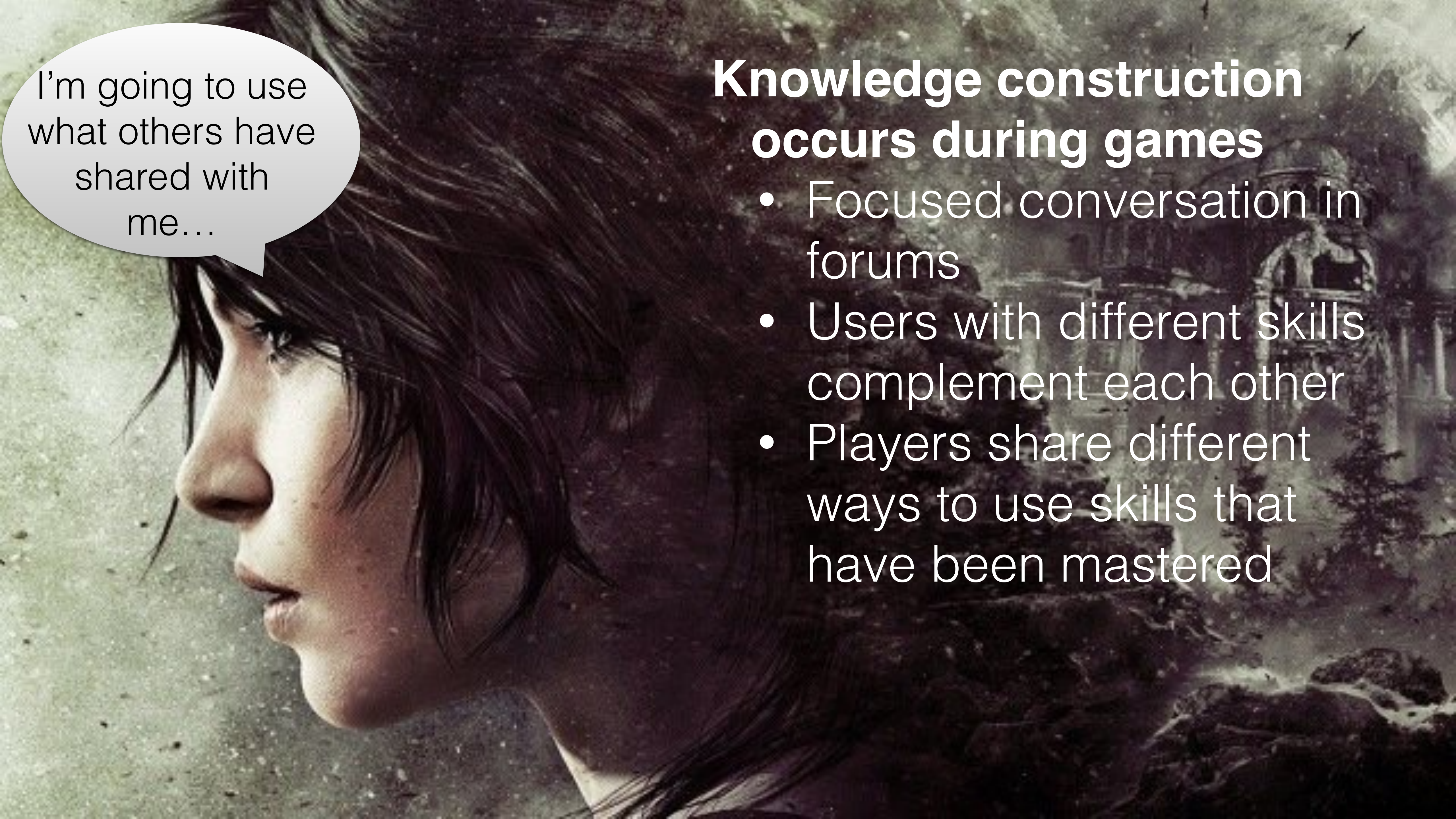
The research in this area is new - there were no studies published before 2011.

A Proquest search just today showed that there were 95 records each for both gamification and video game based learning in 2015

What does the literature say?

Where to begin...

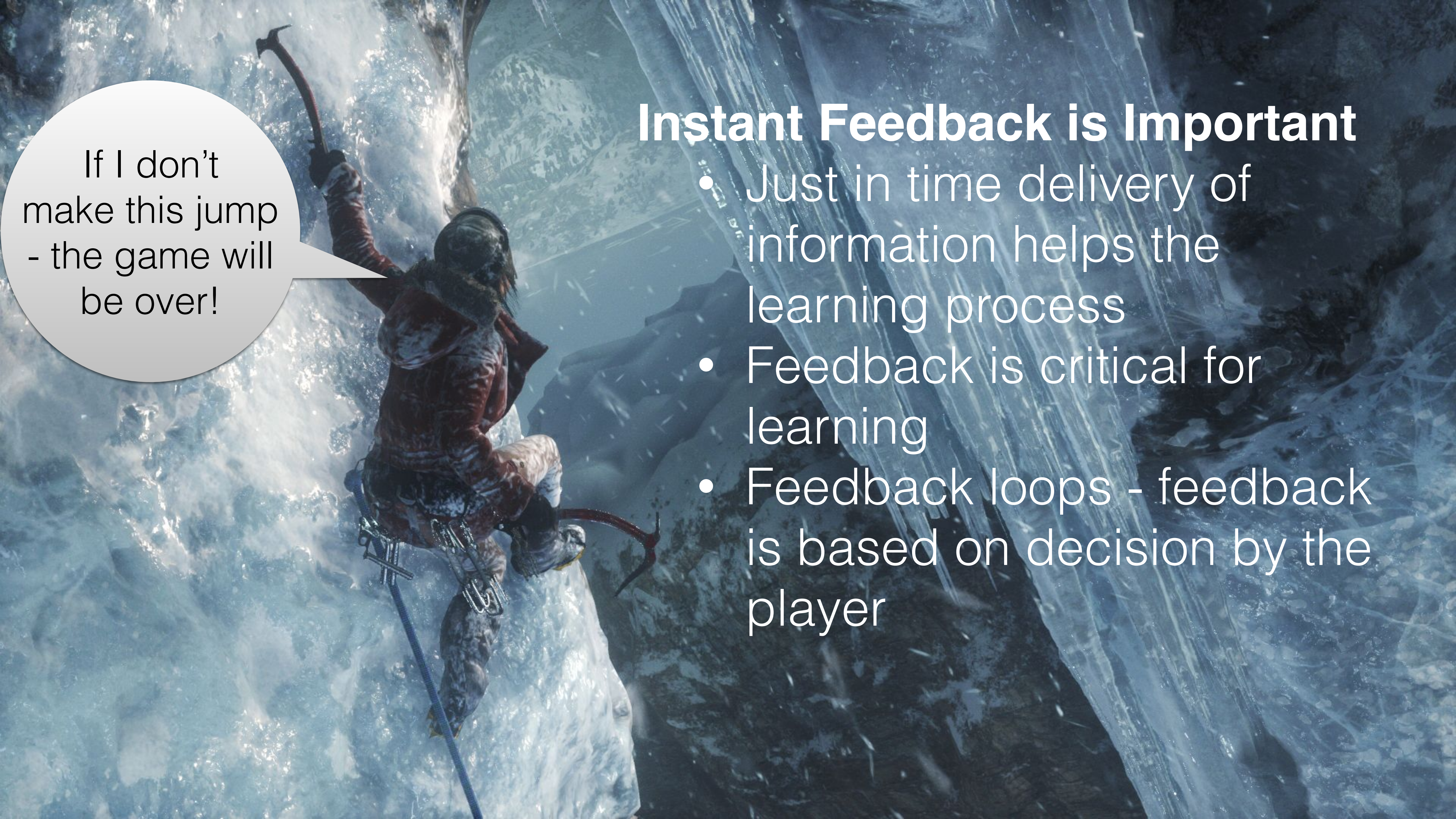


A woman with dark hair is shown in profile, looking towards the right. In the background, a dark, atmospheric scene from a video game is visible, featuring ancient ruins and a large, ornate building with a dome. The overall tone is mysterious and immersive.

I'm going to use
what others have
shared with
me...

Knowledge construction occurs during games

- Focused conversation in forums
- Users with different skills complement each other
- Players share different ways to use skills that have been mastered



If I don't
make this jump
- the game will
be over!

Instant Feedback is Important

- Just in time delivery of information helps the learning process
- Feedback is critical for learning
- Feedback loops - feedback is based on decision by the player

Goals are clearly stated

Kill the bear!

A cinematic scene from a movie, likely 'The Revenant', showing a man in a fur coat aiming a bow at a large brown bear in a snowy forest. The man has a speech bubble that says 'Kill the bear!'.



I have an idea...

Tell me...

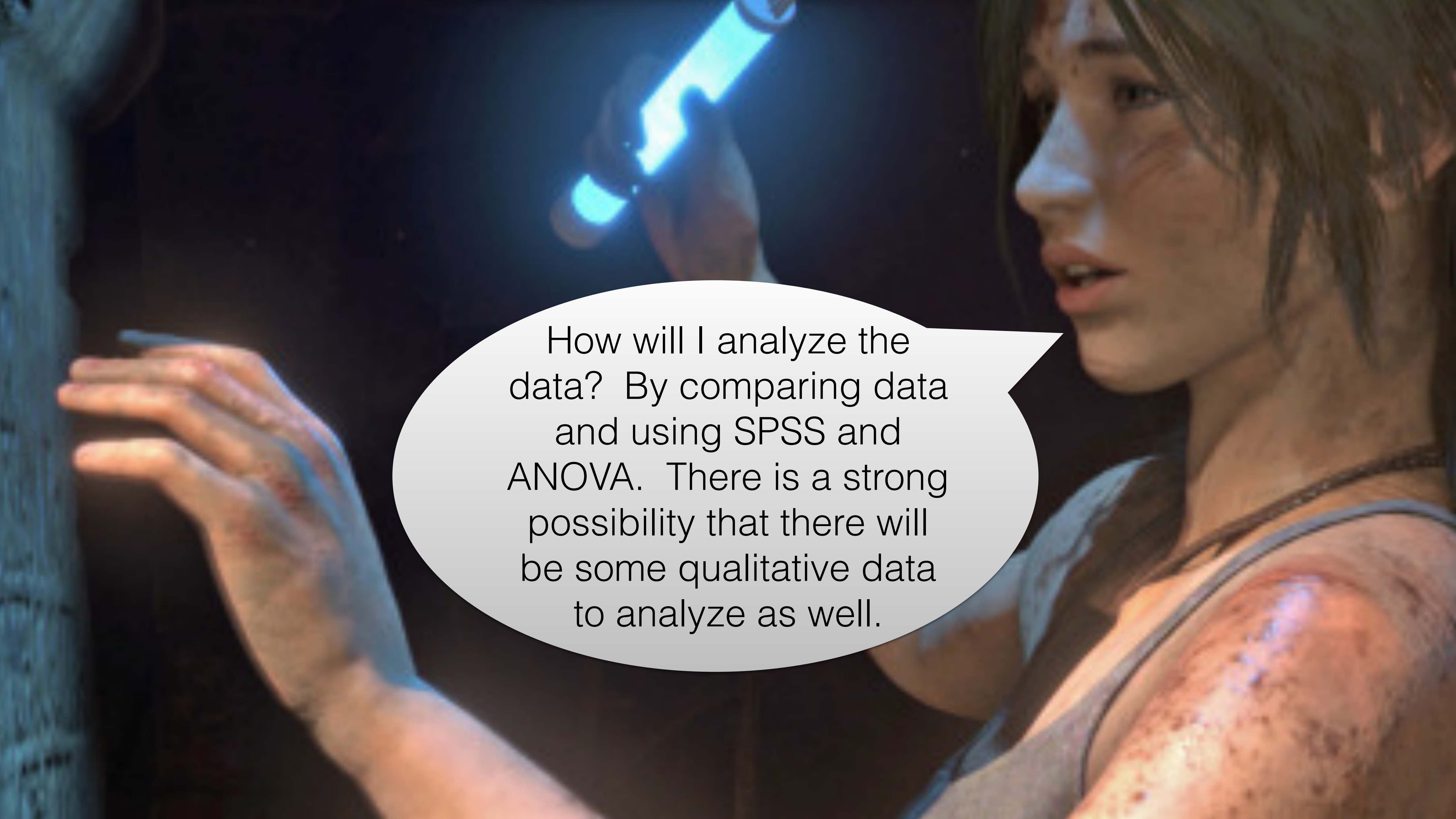
Communication is Important

- Games have become very social
- Encourage the sharing of ideas



HCI

- Interaction needs to be easy or players won't play
- Design is important to engage the gamer

A cinematic scene from a video game. On the right, a woman with dark hair and a concerned expression looks towards the left. In the center, a hand holds a glowing blue sword. On the left, another hand is visible, reaching out. The background is dark and atmospheric.

How will I analyze the data? By comparing data and using SPSS and ANOVA. There is a strong possibility that there will be some qualitative data to analyze as well.