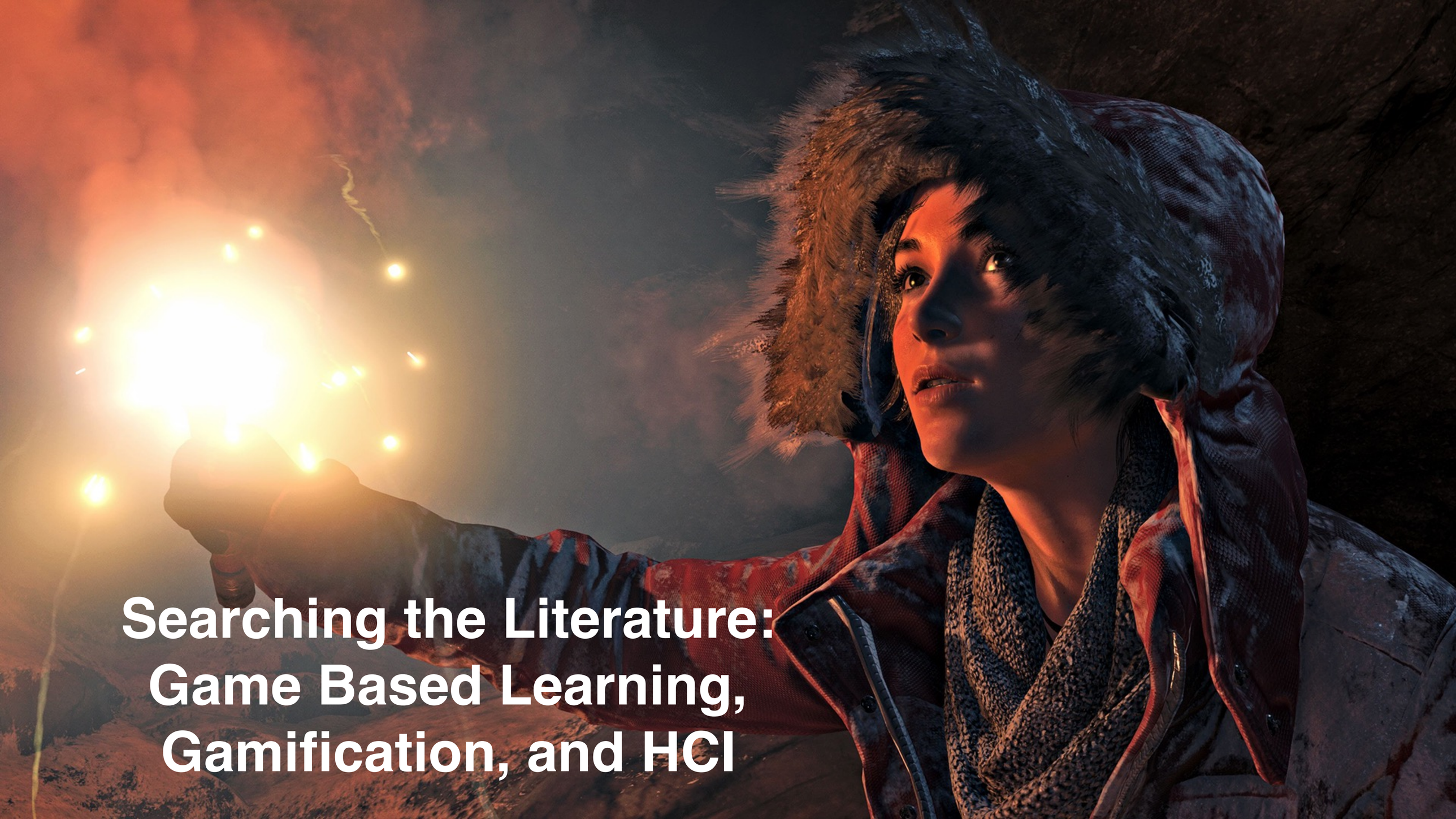
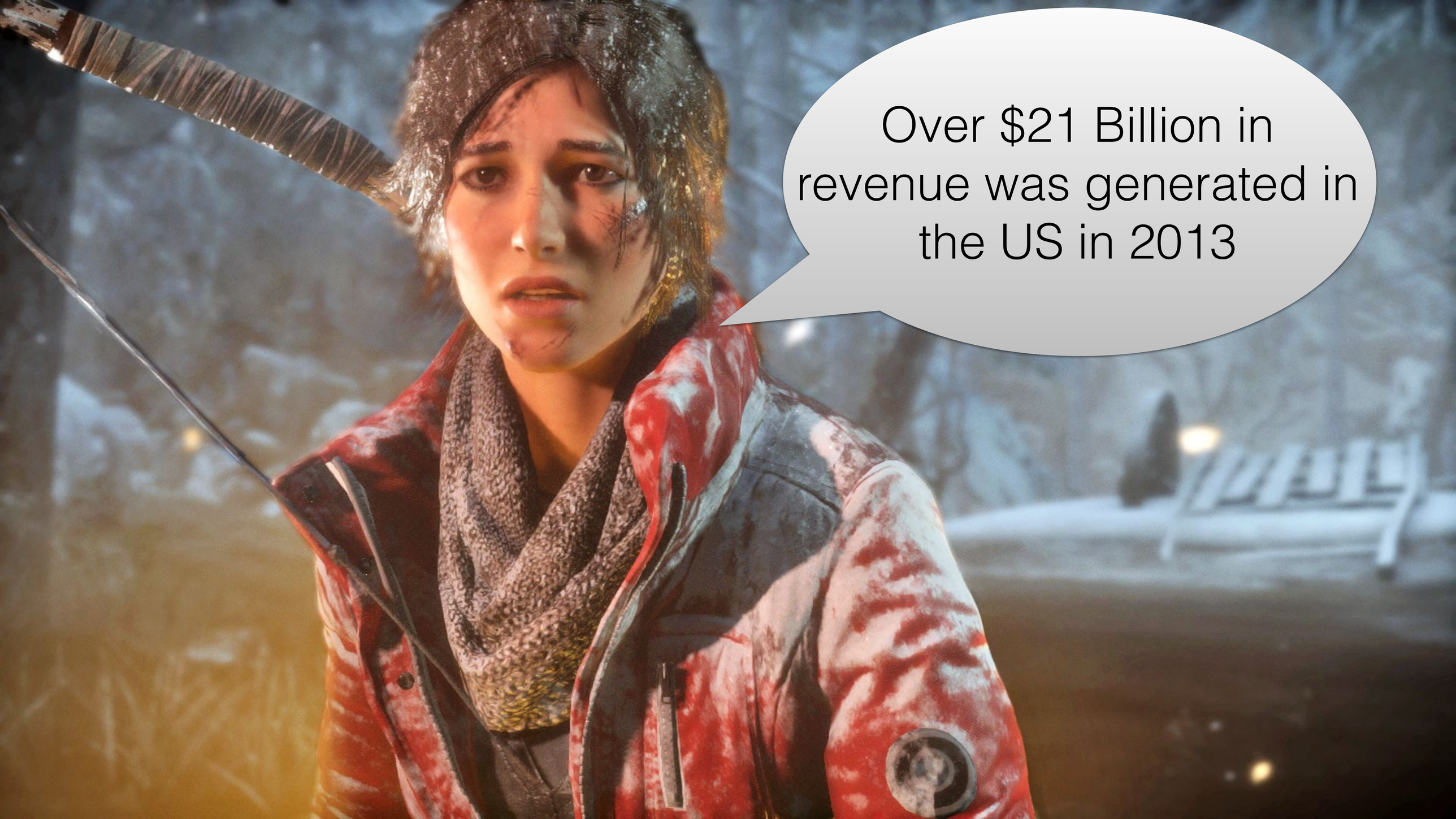
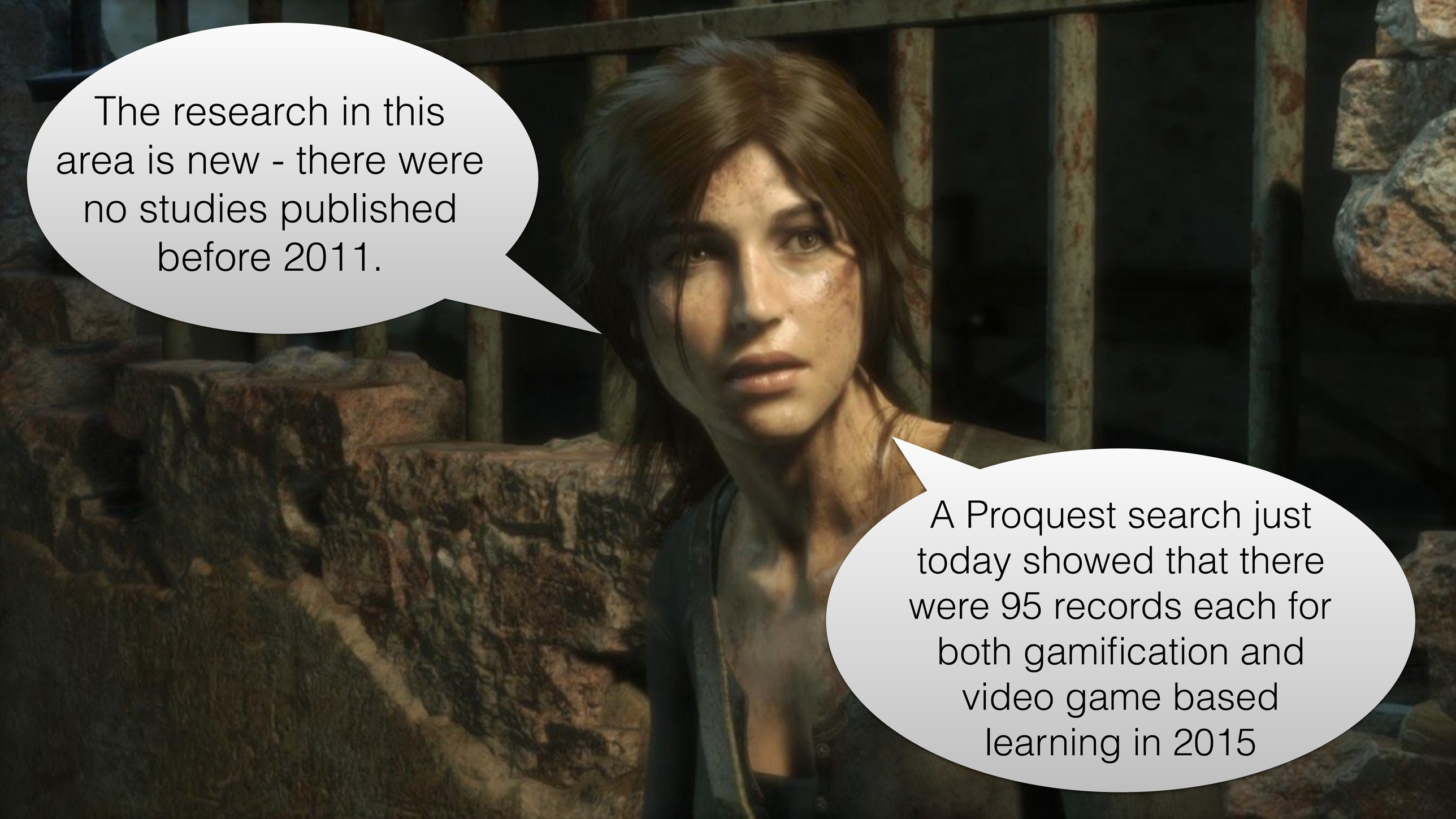


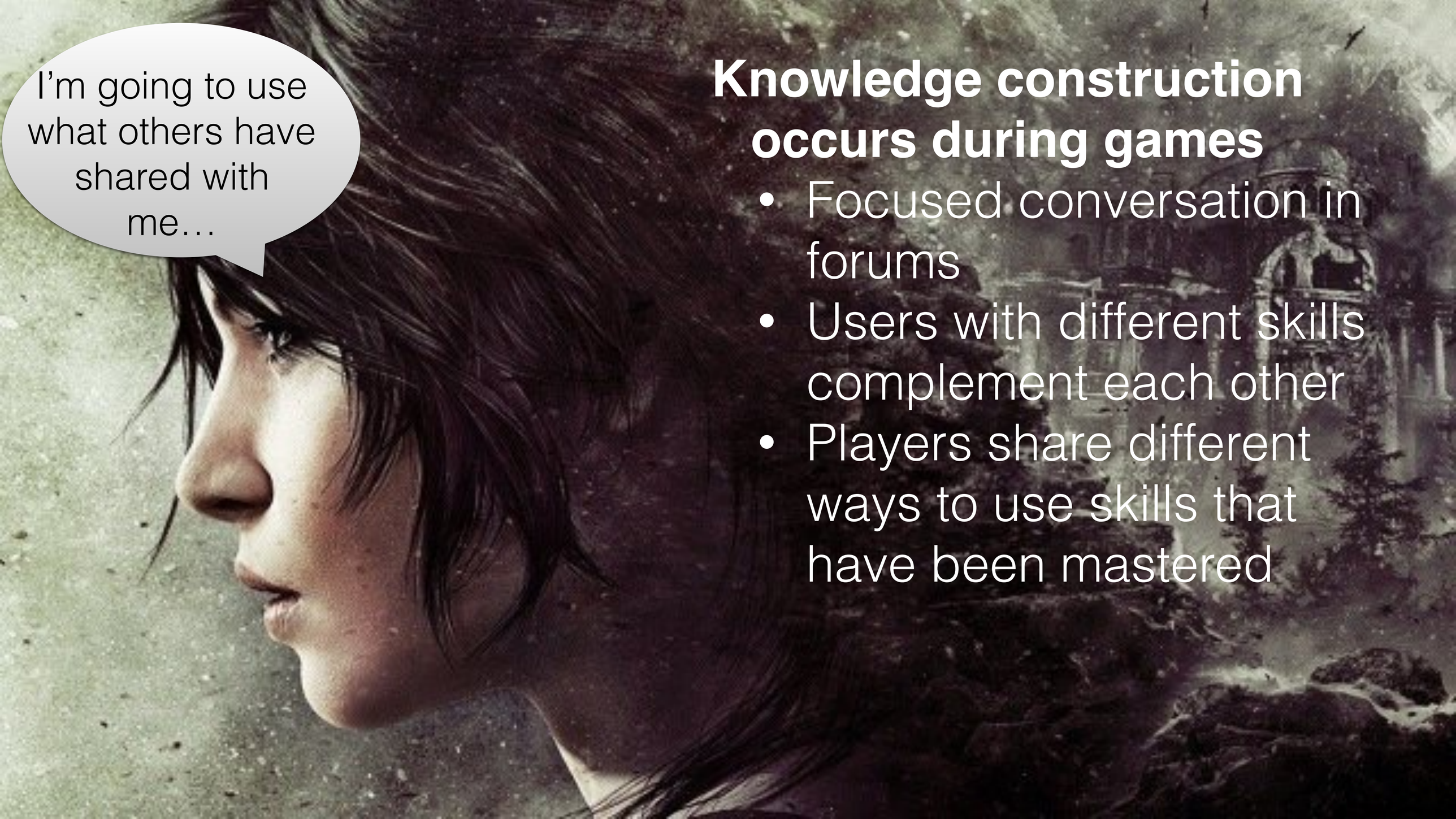
Searching the Literature: Game Based Learning, Gamification, and HCI


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?

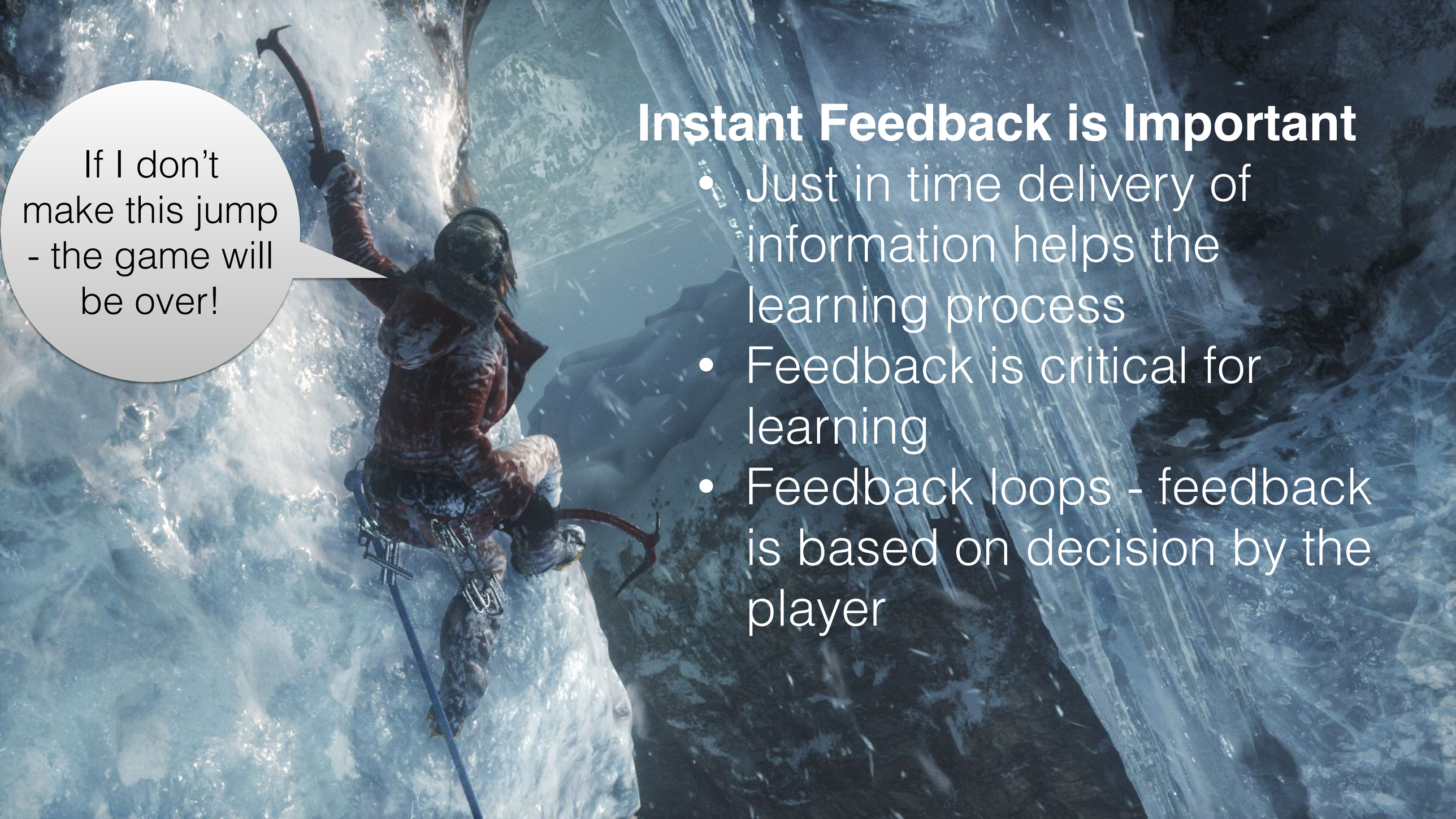

The research in this area is new - there were no studies published before 2011.
A Proquest search just today showed that there were 95 records each for both gamification and video game based learning in 2015

What does the literature say?



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



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

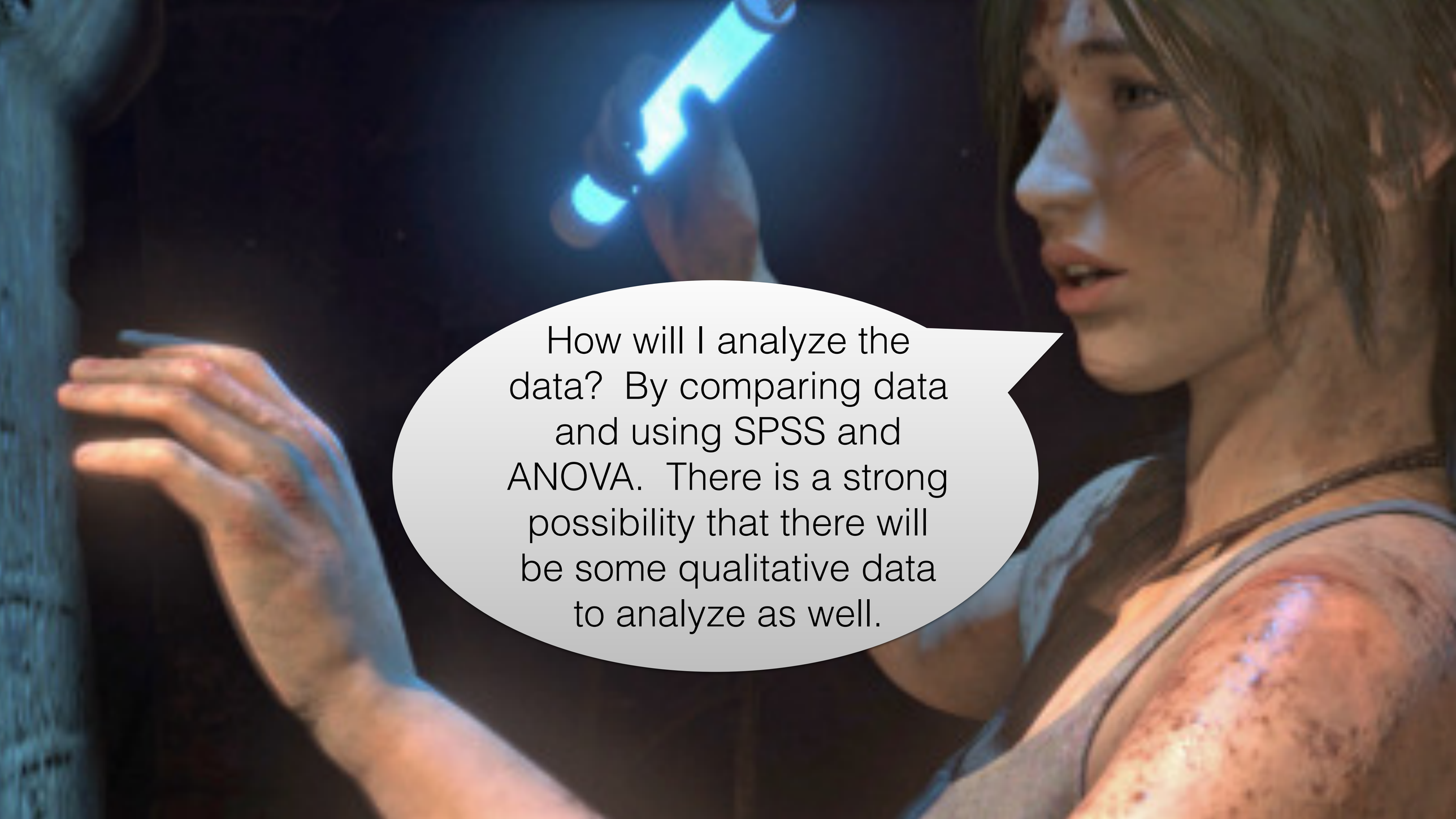
Goals are clearly stated

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


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.