

The background features a large, faint watermark of the Marion Technical Institute logo. The logo consists of the letters 'M', 'T', and 'I' in a stylized, blocky font, with the words 'MARION TECHNICAL INSTITUTE' written in a smaller font below them. The entire logo is set against a circular yellow and white background.


Marion Technical Institute
Meeting the Future . . .

GAME ON!

September 24, 2008

Brief Overview of the Day

- Morning Session
 - Intro to the Project
 - Goals
 - Opportunities
 - Charting the Road ahead
 - Involvement and expectations

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- The background of the slide features a large, faint watermark of the MAMI logo. The logo consists of the letters 'MAMI' in a large, bold, serif font, with 'MAMI' stacked above 'INSTITUTE'. Below 'INSTITUTE' is the text 'MERRION TECHNICAL' and 'INSTITUTE' in a smaller, sans-serif font. The entire logo is set against a circular, sunburst-like background.
- Luncheon
 - Overview of the Research
 - Meeting the Future Head On
 - Gaming Presentations
 - Zon
 - FLVS
 - Time Engineers
 - Next Steps

The background of the slide features a large, faded, and semi-transparent logo for Marion Technical Institute. The logo consists of the letters 'MTI' in a large, bold, serif font, with the words 'MARION TECHNICAL INSTITUTE' written in a smaller, all-caps, sans-serif font below it. The entire logo is centered and surrounded by a faint, circular yellow glow.

- Essential Question

- Are there ways to engage students in learning through the use of computer games that will cause learning to occur as never before ?

Intro to the Project

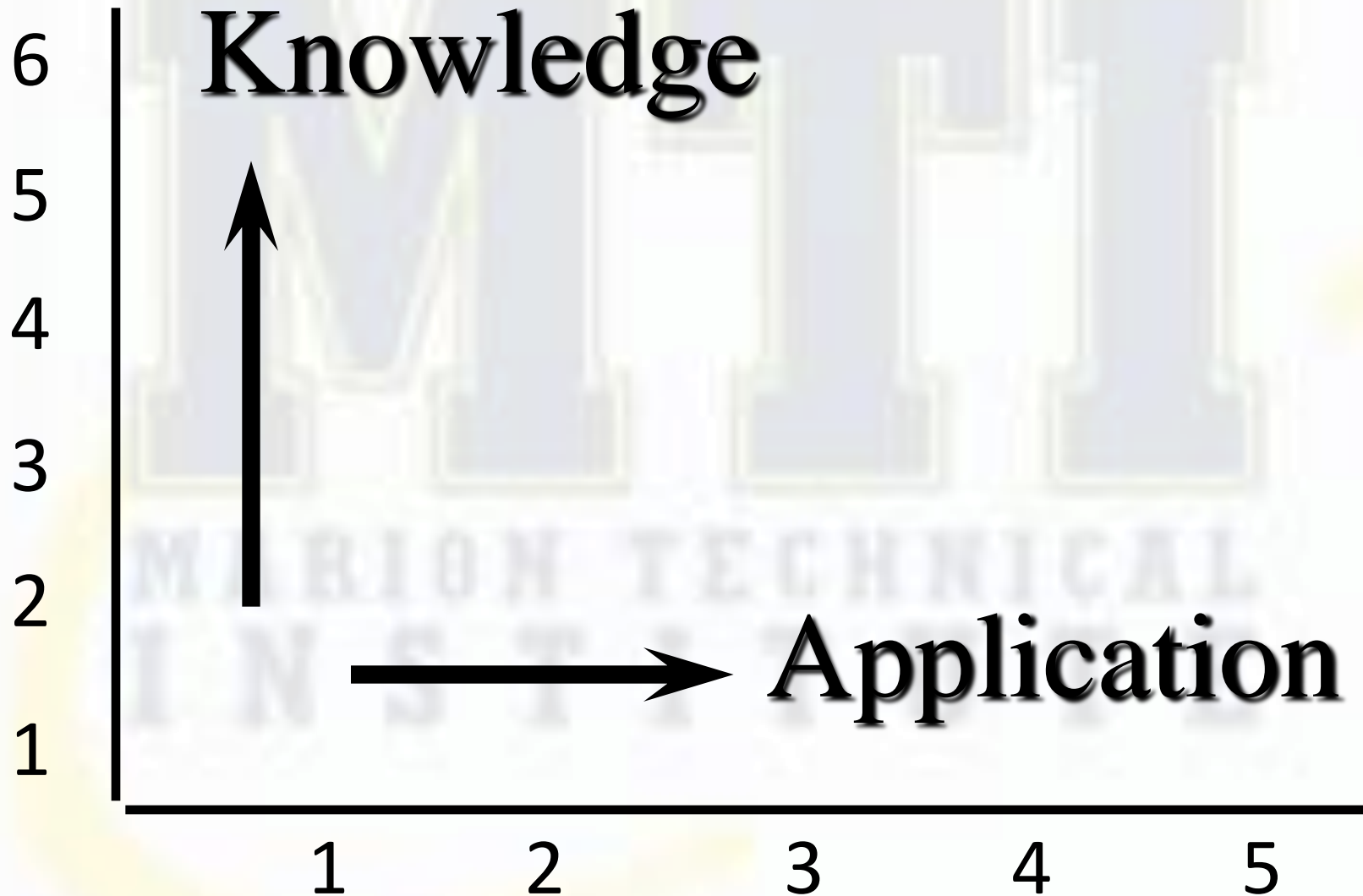
- Unique Endeavor
- Joint Project between MTI and the ICLE
- Project reflects the goals
 - New approaches
 - Nonlinear
 - “Version” orientation
 - Increasing complexity
- Focus on carving out new opportunities for student learning

The 4 Quadrants

- The Rigor Relevance Framework at the heart of the project

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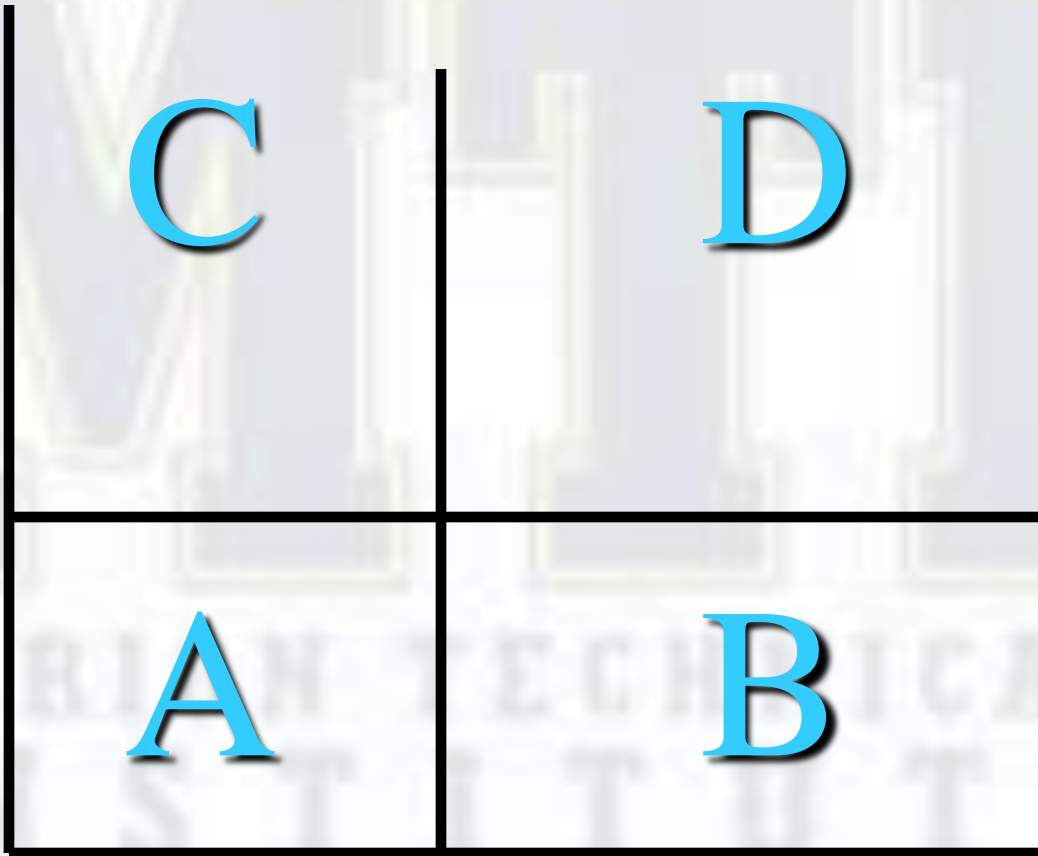
Rigor/Relevance Framework



Levels

Bloom's

6
5
4
3
2
1

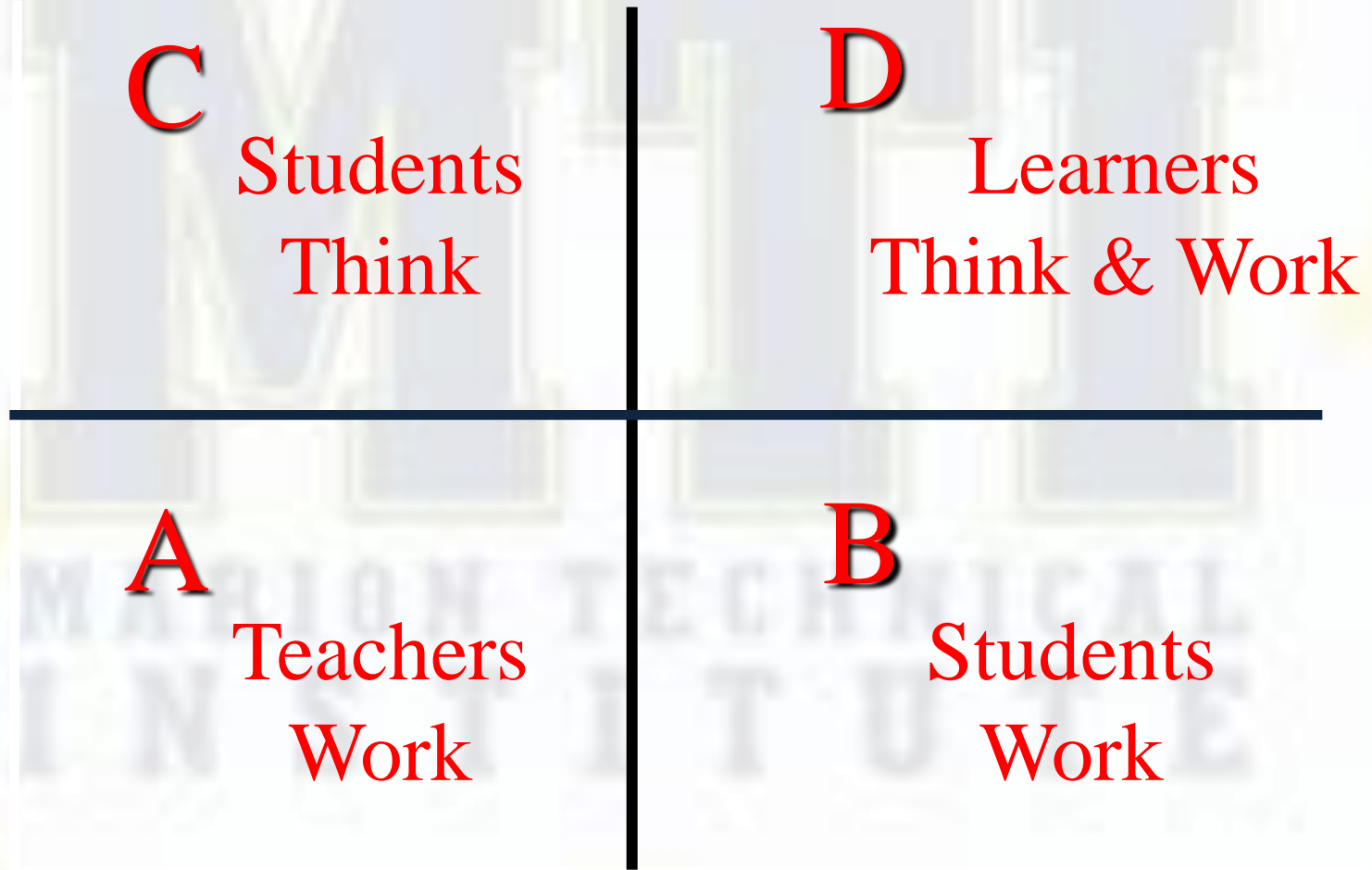


1 2 3 4 5

Application

Rigor/Relevance Framework

Teacher/Student Roles



APPLICATION

The Changing Landscape

- Increasing gap between the way students think, learn and experience the world and the way their teachers think, learn and experience the world
 - Not a value judgment
 - A plain recognition of the facts

With that in mind . . .

This day is dependent on student input!

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Goals

Some of the long term goals

- Increased learning
- Increased levels of learner engagement
- Increased learner opportunities
- Increased harmony between teaching practices and learning practices
- Increasing match between learning and credentialing

Some of the medium term goals

- Participation in online games for learning
- Learner/Faculty Research Group
- Securing of grant funding to move the project forward

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Some of the short term goals

- Learner/Faculty research group
- Student surveys
- Environmental scans
- Initial gaming experiences
 - Zon
 - Other

Additional L/M/S term goals



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Current Opportunities

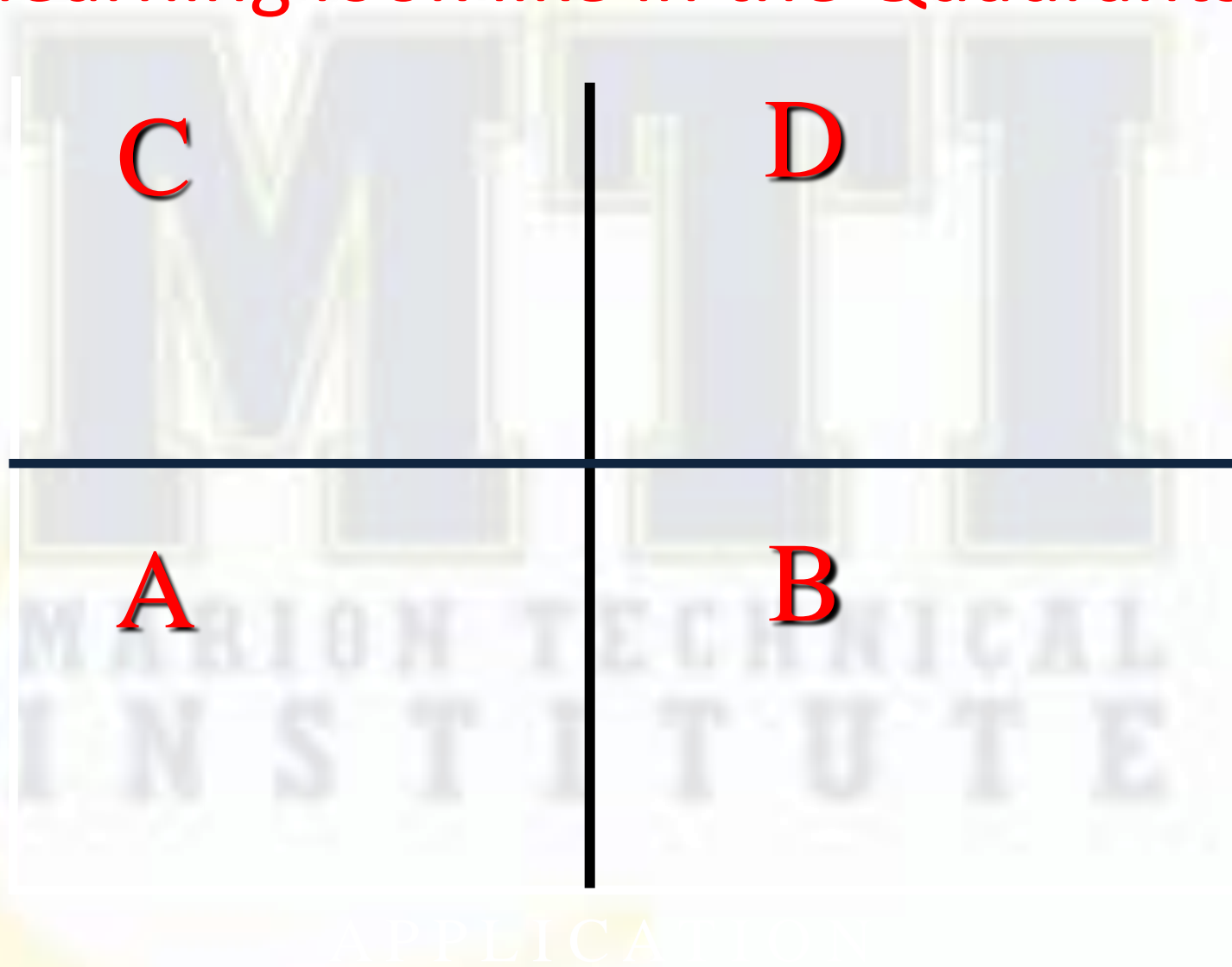
- Overview of games
 - Optional “learning” games
 - Skill/content reinforcing
 - “Extraction” learning games
 - The equivalent of the standards-based “field trip”
 - Dedicated learning games
 - Stand alone “courses”
- Immediate Opportunities for MTI students

Brainstorming of Games

- Optional
- Extracted
- Dedicated

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- In what current ways can/could student gaming be beneficial for MTI students?

What does student gaming for learning look like in the Quadrants?



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- Immediate Opportunities for MTI students
 - Zon
 - FLVS
 - Time Engineers or similar

Charting the Road Ahead


- Looking for existing games
- Exploring and scouring for grants
- Learning to research
 - Research I #1700300
- Regular meetings and reporting

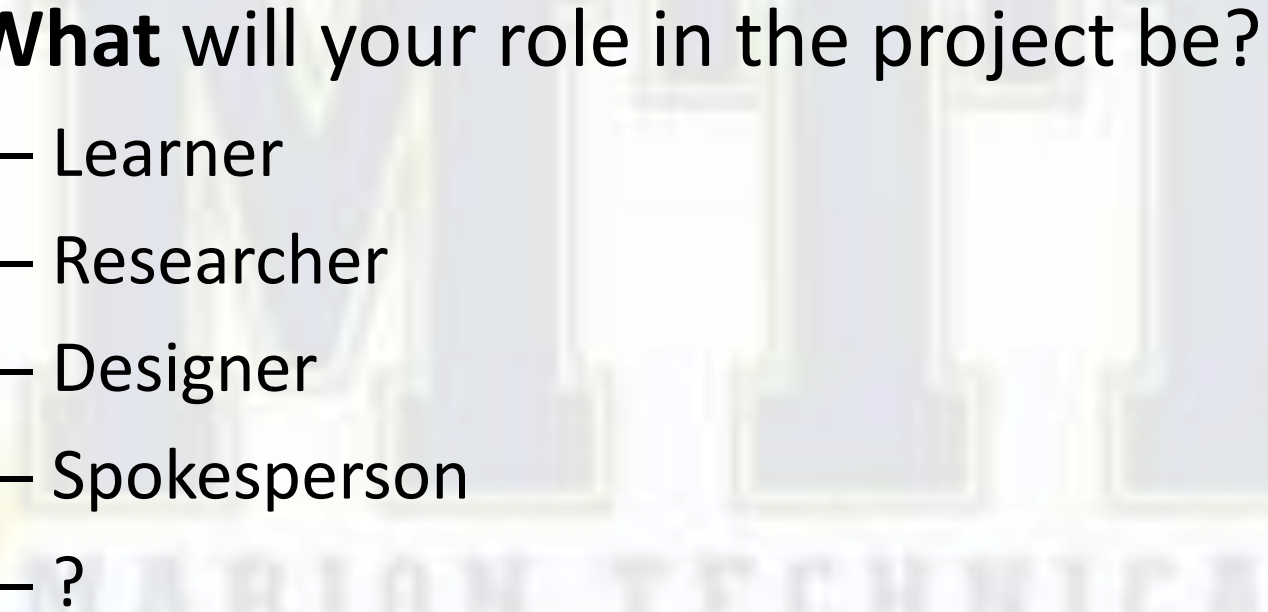
Some preliminary ideas

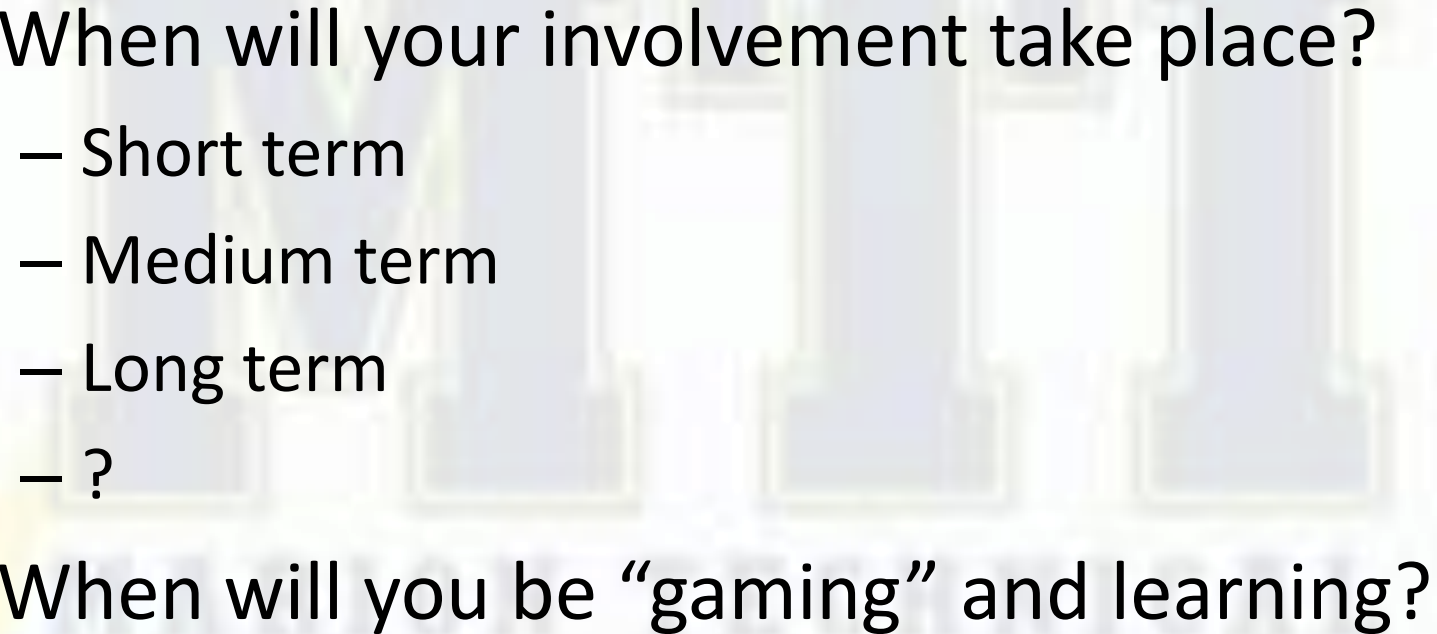
	A	B	C
1	Student/Faculty Game Research Group		
2	Announcement of Student/Faculty group	Sept 24 to Oct 1	Oct. 1
3	Student/Faculty Game Research Group Convenes	24-Sep	
4	Student research project begins (Research 1 1700300)	Sept 24 to Oct 1	
5	Research students begin investigations -- environmental scan	1-Oct	ongoing
6	First Student report on the ed game environment (both course supportive and MMORPGs)		
7	Student participation in current games as part of the research project	3-Nov	ongoing
8	Grant search	25-Sep	
9	Grant search reports and decisions of go/no go	2-Oct	ongoing
10	Student data collection begins	1-Oct	
11	Survey of gamers/time/games	15-Oct	20-Oct
12	Presentation of survey results	30-Oct	


Involvement and Expectations

- The Persistent Questions
 - Who?
 - What?
 - When?
 - Where?
 - Why?
 - How?

- 
- The logo of Maiti Engineering College is a large, faint watermark in the background. It features a circular emblem with a gear-like border. Inside the circle, the letters 'M', 'A', 'I', and 'T' are arranged in a row, each within its own rectangular frame. Below these letters, the words 'MAITIA ENGINEERING COLLEGE' are written in a smaller font, and at the bottom, 'INDIAN TECHNICAL INSTITUTE' is written in a larger, bold font.
- **Who will be involved?**
 - Don't forget – with freedom and opportunity come . . .
RESPONSIBILITY
 - Students
 - Faculty
 - Parents
 - ?

- 
- **What** will your role in the project be?
 - Learner
 - Researcher
 - Designer
 - Spokesperson
 - ?

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- The background of the slide features a large, faint watermark of the MIT logo. The logo consists of the letters "MIT" in a large, bold, serif font, with the word "INSTITUTE" written in a smaller, spaced-out serif font directly below it. The entire logo is rendered in a light gray color and is centered on the slide.
- When will your involvement take place?
 - Short term
 - Medium term
 - Long term
 - ?
 - When will you be “gaming” and learning?

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- **Where** will this learning and research take place?
 - MTI
 - Your Home
 - Friends' homes
 - ?

The logo for Mission Technical Institute (MAMT) is a large, faint watermark in the background. It features the letters 'MAMT' in a large, bold, serif font. Below the letters, the words 'MISSION TECHNICAL INSTITUTE' are written in a smaller, all-caps, sans-serif font. The entire logo is enclosed within a circular border that has a yellow-to-orange gradient.

- **Why** undertake this?

- Tangibles

- Credit
- Experience as a researcher/writer/communicator
- ?

- Intangibles

- Pioneer
- Explorer
- Escape from the routine
- ?

- **How** will the project goals be met?
 - Consistent effort
 - Combined “community” resources
 - Responsible reporting
 - ?

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Looking back and the recap

- Morning Session
 - Intro to the Project
 - Goals
 - Opportunities
 - Charting the Road ahead
 - Involvement and expectations



MTI?

Game ON!