

## What is Game Based Learning (3:23)

Today's learners are different. They're familiar with, and naturally engaged by, the digital media that surrounds them. Therefore many teachers are interested in finding ways to take advantage of this and begun to consider applying game-based learning in their classrooms. This presentation will help you to understand what game-based learning is and discover the pedagogies it supports. A basic definition game-based learning is that it is a learning approach that incorporates the use educational computer games or software programs to deliver content, allow for exploration and practice of content, or even to assess understanding. However game-based learning is not a new idea, and previously it was used to refer to the use of non-digital gaming activities that teachers incorporated to engage, focus, and motivate learners during lessons. When you begin exploring team-based learning, you'll find that there are some distinctions among the different types of computer games that exist. The first edutainment. These are games that are more focused on entertainment, yet have some educational objectives incorporated into them, mostly in the form of practice drills. Math Blaster, Oregon Trail, and various typing programs are examples of edutainment games. Training simulators provide simulation in real-world virtual environments to allow users to develop specific skills. The simulations typically lack a gameplay feel, though. Learning how to de-ice a planes wings, perform car maintenance, or manage a pig farm are some examples of stimulations that are available for businesses. Serious games is a more recent term, and is used to describe games that were not primarily designed for pure entertainment. These games typically have an embedded pedagogy and cover a wide variety of topics from education to health care, or even advertisement. Some examples of serious games are: Food Force, a game created by the United Nations World Food Program to help children learn about the fight against world hunger; Cyber Ciege, a game designed to teach about network security concepts; and ReMission a game created by Hope Lab for young people with cancer aimed at empowering and educating them in the fight against cancer. Marc Prensky coined the term digital game-based learning in 2001 to describe a learning approach that incorporates the use of computer games such as serious games, commercial off-the-shelf computer games, and simulations to engage and motivate today's technologically savvy learners that Prensky calls "digital natives." Game-based learning, or digital game-based learning, has a strong basis in constructivist and motivational theories. Three particular theory supported by digital game-based learning are: activity theory, since the games allowed learners to participate in experiment and develop their understanding materials through their activity; situated learning, since the games virtually situate learners in different environments; and experiential learning, since they games allow the learners to develop their knowledge through cause and effect relationships based on their interactions in the game. Now that you understand what game-based learning is, perhaps you'll be interested in integrating some elements and game-based learning into your curriculum