

Discussion Session: Gaming and Cyberinfrastructure-Enabled Learning

Discovery Learning Center Goals

The focus of the workshop is to form research groups in focused areas to develop funding proposals. Our goal is to bring together people with shared research interests so that they may form collaborations and perhaps generate white papers on emerging and innovative areas of research. We are committed to encouraging and facilitating further meetings of these groups to provide support for seeking external funding.

General Information

Facilitator: Gary Bertoline

Number of Participants: 10

Research Areas

Potential Areas of Research / Key Terms

Gender issues related to gaming

Usability issues-How to define them

Technical hurdles-Assessment reporting for example

Recycling commercial games to educational games

Areas of Common Interest

Are there sub-areas of this general topic that are more interesting/relevant? If so, please explain.

Using games for learning

Solving the technological hurdle to develop games for learning

Key Contacts for specialty areas:

Potential Funding Partners

Next Steps: Another meeting? Collecting information?

NSF Workshop in July

Ideal Outcomes: A proposal? Smaller collaborations? Target deadlines?

Other Notes/Discussion Items

Serious game elements in entertainment games

Economic model for serious games is not there yet (Sim City)

Technology still needs development

Games need to engage the learning

Converging technology may be the solution for serious games

Gaming is the blending of entertainment with learning

Formal vs. Informal education