

an emerging vision for game-infused-learning

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outline

big ideas

background & mission

sector shifting dynamics

pain points

incredible opportunity

solution framework

e-line/asu approach



discuss
&
debate

big ideas

unprecedented opportunity for our community

current solutions not addressing pain points

solution not 'a game' or even a series of games

proposed solution framework

aspirational vision

inquiry-based, game-infused learning 'spine'

context for sequencing of multiple modalities

adaptable and extensible by community

continually optimized service

replace time and money

radical evolution through stable steps

background

commerical film



commercial games



double-bottom-line



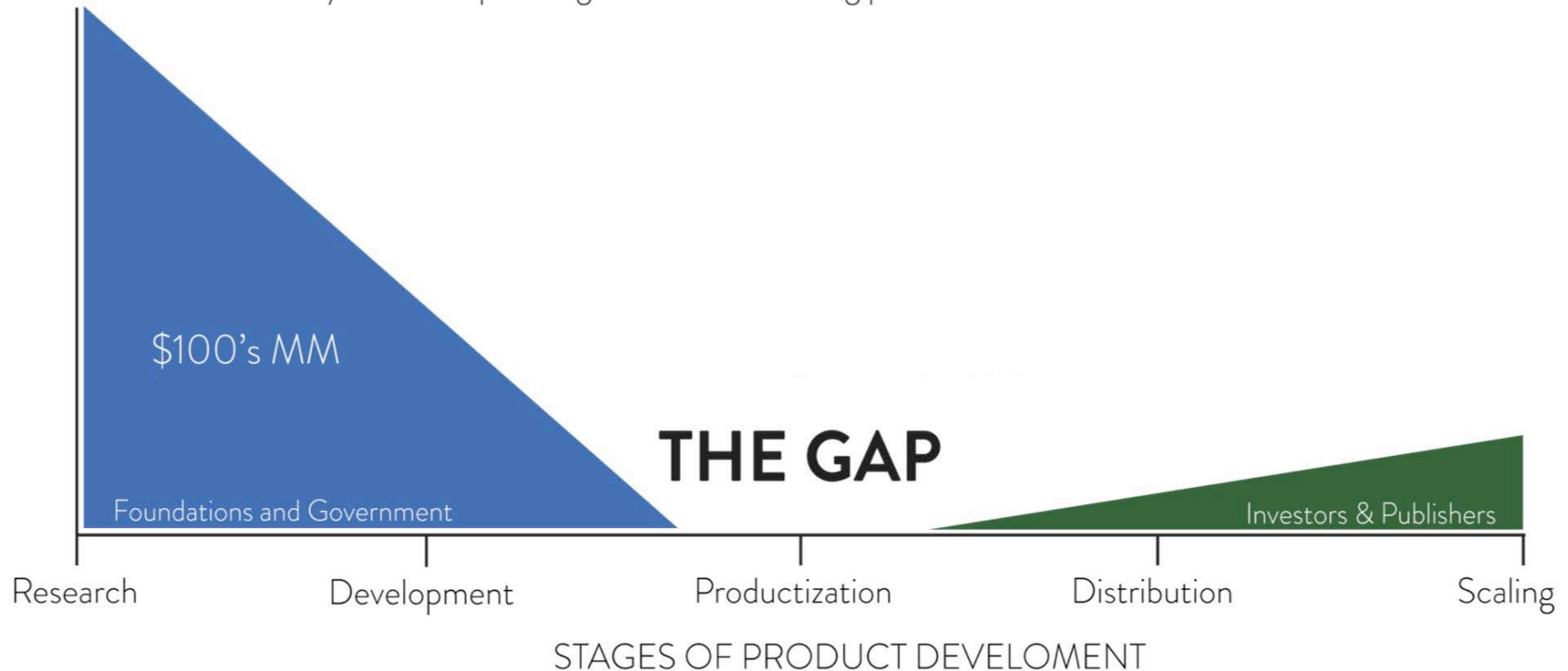
games for impact



gap

Investments in Game-based Learning Projects

Despite strong funding support for research and positive research findings, there have been very few examples of game-based learning products that have reached scale.



e-line mission

we strive to be the leading developer and publisher of game-based-learning products and services that help youth thrive in a complex, rapidly changing, globally connected world

we partner with academic researchers, foundations, social entrepreneurs and educators to align the achievement of meaningful learning impact and strong financial returns

e-line mission

multi-stakeholder partnerships

innovative
research

high-risk
capital

strong
networks

strategic
distribution



MacArthur
Foundation



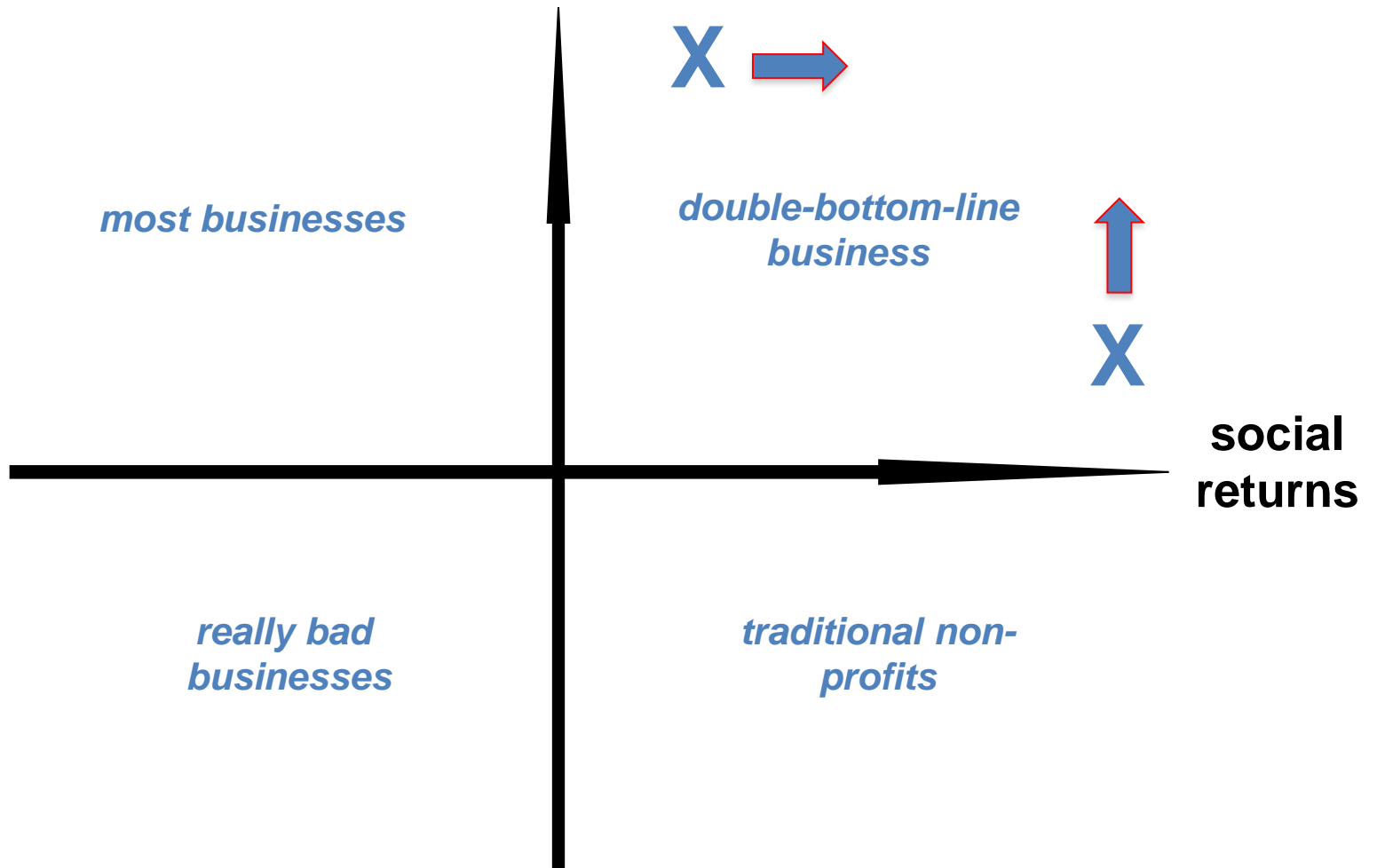
BILL & MELINDA
GATES *foundation*



e-line mission

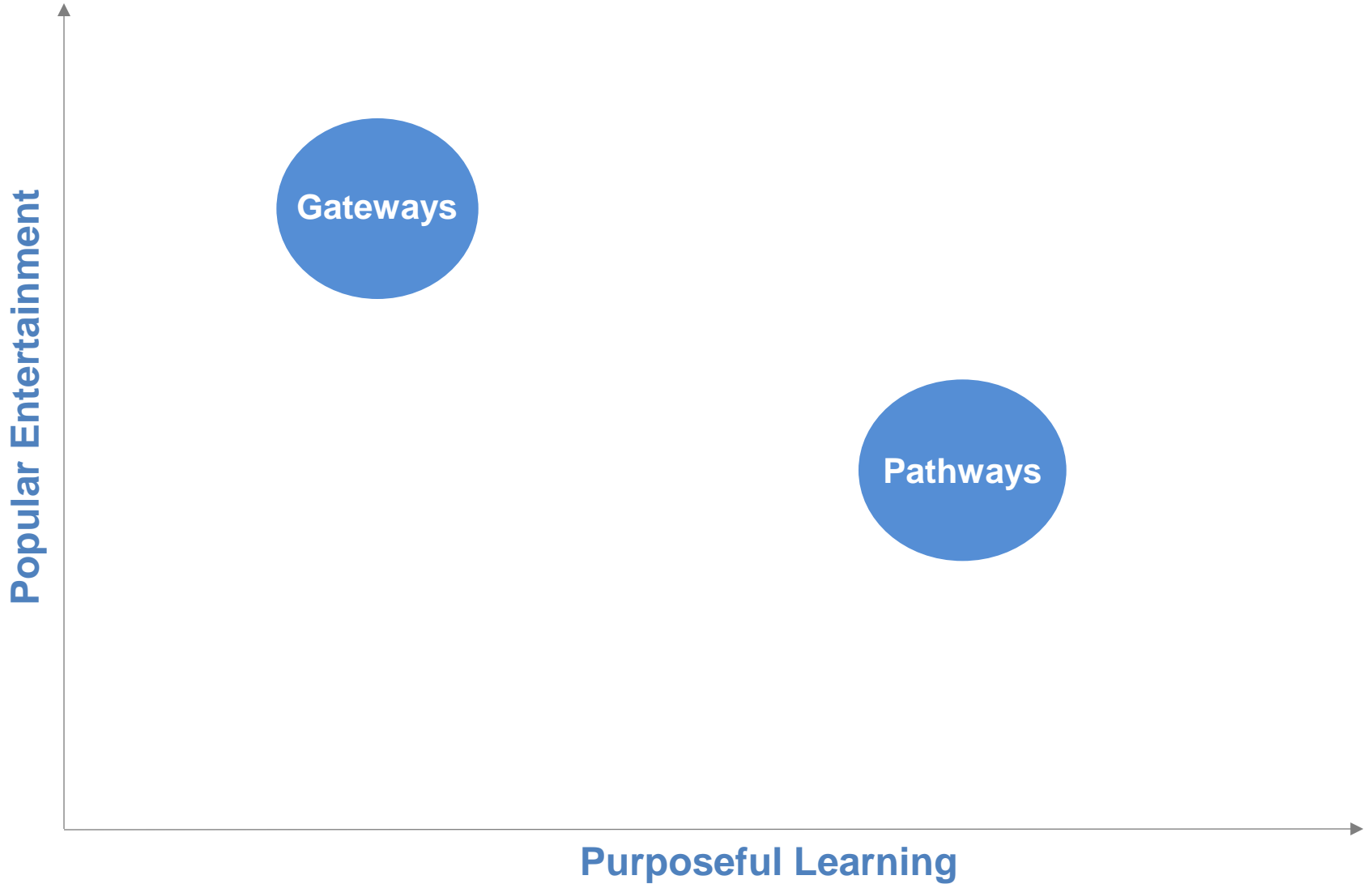
double-bottom-line

financial returns



e-line mission

24/7 learning



sector shifting dynamics

technology and the internet has transformed
every global sector

media



example: commercial music, games, film

dis-intermediate bottlenecked distribution
new platforms
new packaging of content
cheaper, better tools for creation
connected affinity groups
adaptable and mod-able
service vs. product
more...



education



sector shifting dynamics

teaching changing

curriculum unbundled

tech-mediated

blended

assessments changing

higher order skills

application of skills

transfer of skills

publishing changing

dis-intermediation distribution

new platforms

optimized service

world changing

navigating complexity

new employer demands

new life demands

inquiry-based, blended learning

sector shifting dynamics

teaching changing

not clear how curriculum rebundled
teachers not trained for technology
teachers not trained for blended

assessments changing

curriculum not aligned
3rd party assessments still emerging
ongoing pressure to teach to test

publishing changing

fragmented platforms
integrate top-down/bottom-up
complex ecosystem integration

world changing

curriculum not relevant for many
misalignment of skills &
dispositions with life & career

inquiry-based, blended learning is really hard

incredible opportunity

lack of supply

demand is global

demand is growing

supply is really, really hard...but doable

radical evolution through stable steps

making inquiry-based, blended learning easy to adopt and adapt

solution framework

games strong framework for inquiry-based-learning

'lean-forward', active, participatory, inquiry-based
role-play, complex challenges, meaningful choice,
apply skills, fail safely, copious feedback

game as product

adventure, strategy,
simulation, action, puzzle

game-infused-service

virtual and real world trajectories,
community, mentorship, adapt & extend

solution framework

requires aspirational vision

requires strong research & market informed spine

requires ability for stakeholders to adapt, extend & benefit

requires game-infused service not 'a game'

requires embracing of complexity and systems thinking

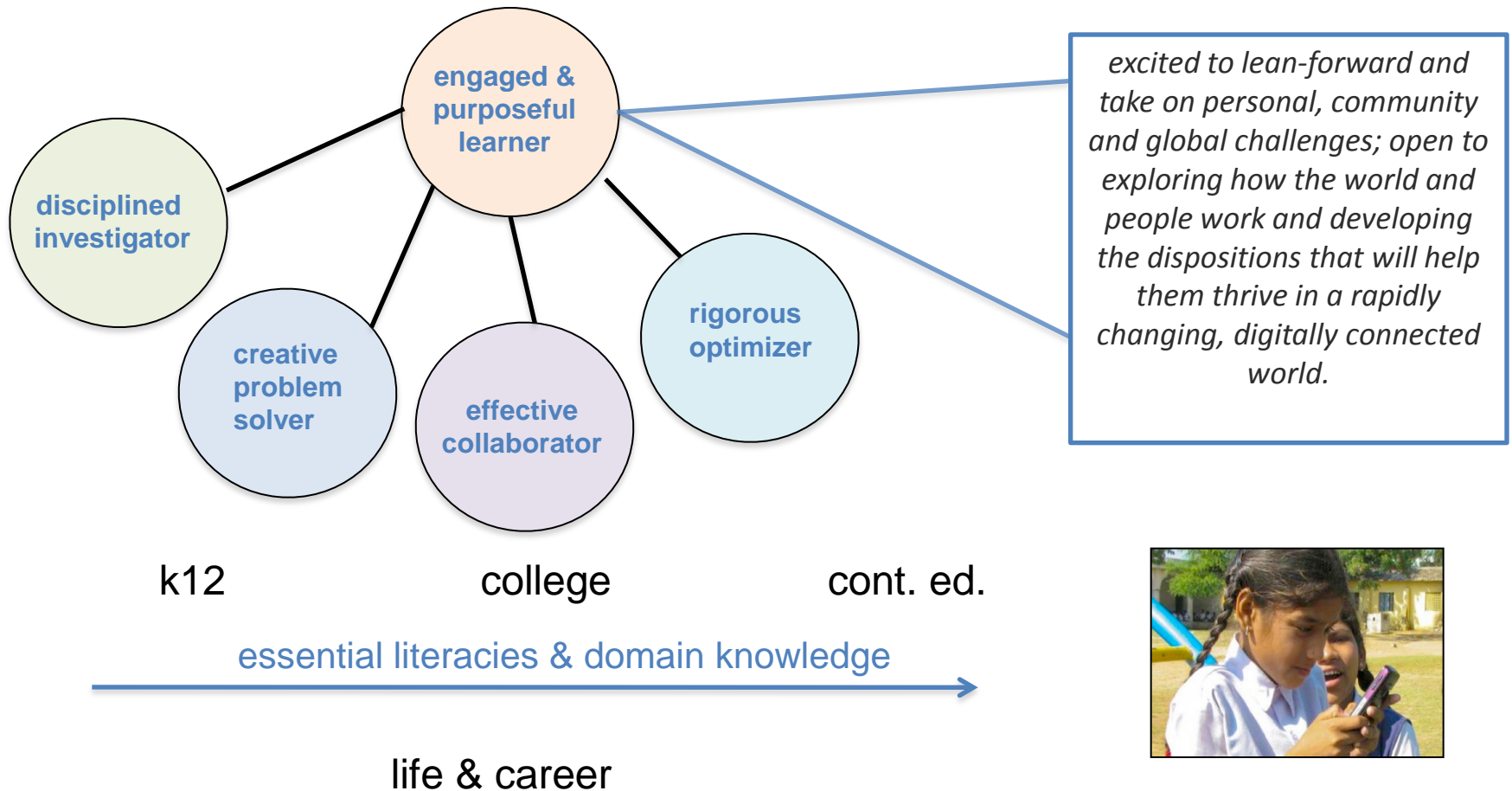
requires all of the dispositions, skills and resiliency

we seek to foster in our youth

Thrive

cultivate lifelong dispositions

cultivating dispositions relevant across every subject, at any age



Thrive

game-infused learning platform & community

learning and impact

cultivating lifelong dispositions

mentor critical skills & literacies

reinforce across subject, grades & real-world

methodology

evidence based game-infused learning trajectories

(bounded games, multi-media, smart tools, traditional lessons, social and community)

teachers/schools/partners can adapt, extend

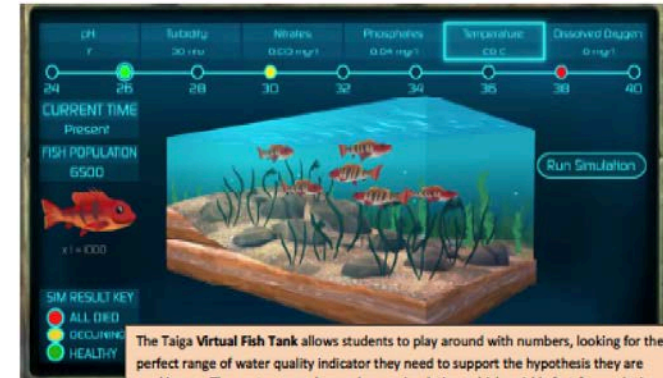
community-of-practice

publishing

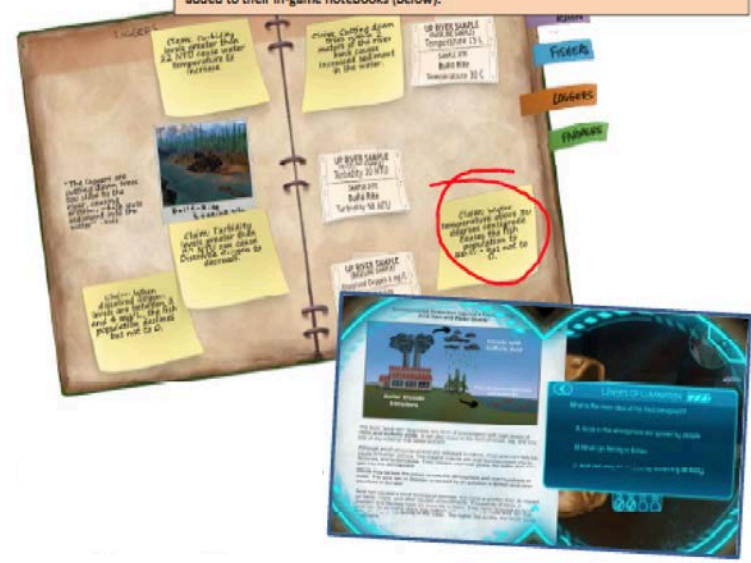
clearly defined market need and positioning

offered as continually optimized service

multiple revenue streams for us & partners



The Taiga Virtual Fish Tank allows students to play around with numbers, looking for the perfect range of water quality indicator they need to support the hypothesis they are working on. They enter a number and run a simulation, which quickly fast-forwards time one year. They examine the health of the fish population at that level, marked by color to show the results. Once they have determined the range of the indicator (such as temperature in this case) that might account for a decline in the fish populations, a CLAIM is generated, and added to their in-game notebooks (below).



Thrive

game-infused learning trajectories

sequenced modalities informed by learning science best practices

The screenshot displays the Thrive learning interface. At the top, there is a navigation bar with 'Journey', 'Syllabus', and 'About' on the left, and 'Full Lifecycle for Games & Impact', 'Portfolio', and 'Community' on the right. Below this is a progress bar for five quarters: Q1: Researching games for impact, Q2: A problem worth solving, Q3: Unlocking sustainable funding, Q4: Leveling up game mechanics, and Q5: Selling the whole package. The main content area shows a mission trajectory with tasks like 'Collect Feedback from your Peers', 'MISSION 1: An Actionable Problem', 'Develop and Submit a Needs Analysis', 'MISSION 2: Defining the Opportunity', 'Share Your Opportunity With Your Peers', 'Submit a Brief Overview of Your Strategy', 'Read about Logic Models', 'Pass the Logic Model Quiz', 'Review What Else Has Been Done', 'MISSION 3: Learning about Logic Models', and 'Evaluate 3 Logic Models'. A timeline at the bottom of the trajectory shows dates from FEB. 4 to FEB. 24. Below the trajectory, there are tabs for 'Quest Overview', 'Mission 1', 'Mission 2', 'Mission 3', 'Boss', 'Deliverables', and 'Resources'. The 'Mission 3' tab is active, showing 'M3: Learning About Logic Models' with a description and three tasks: 'Read About Logic Models', 'Pass the Logic Model Evaluation Quiz', and 'Evaluate Three (3) Logic Models'. On the right side, there is a 'Leaderboard' table with columns for 'User Name' and 'Points'.

User Name	Points
1 jmorin2	125
2 sciliu	118
3 ctwilso	118
4 ilderk	116
5 ddinguye2	116

game-infused trajectories informed by game-design best practices

Thrive

observable indicators and actionable feedback

copious, on-going, relevant feedback for learners

embedded assessments

teacher assessment feedback

peer/mentor assessment & feedback

indicators to help teachers provide feedback & grades

aligned with cultivating dispositions & literacies

learner submitted work

group and individual classroom participation

engaging quizzes/tests

alignment with local, regional and international benchmarks

common core

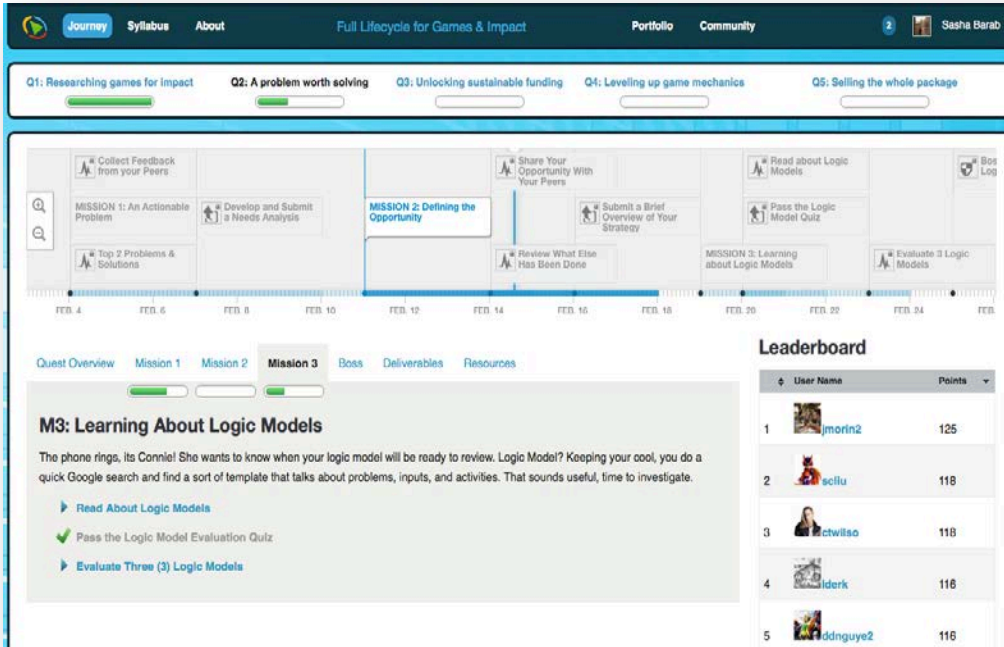
next-gen. science

social & emotional

emerging...

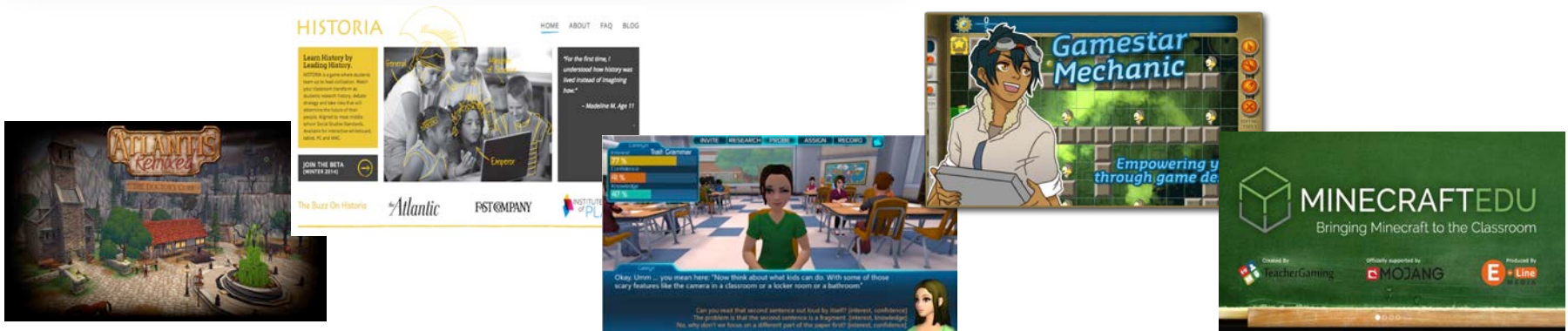
Thrive

middle-school cross-curriculum



bundled package or individual products:
ela, science, math, social studies, and
engineering/technology & teacher
professional development

common core
next-gen science
21st century skills
social emotional learning



to help youth thrive in a complex,
rapidly changing world...



... **we** will need all of the
dispositions and literacies
we want to foster in our youth...