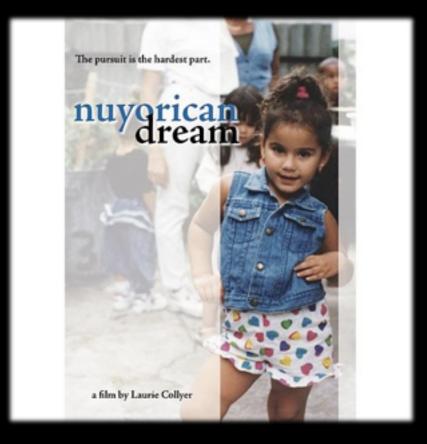


Media Impact Forum Remaking Public Media June 4 2014

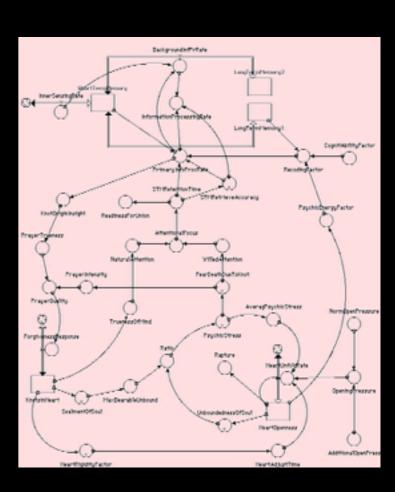


Robert Torres, phd senior program officer
• @robjtorres

...winding up in games/personalized learning

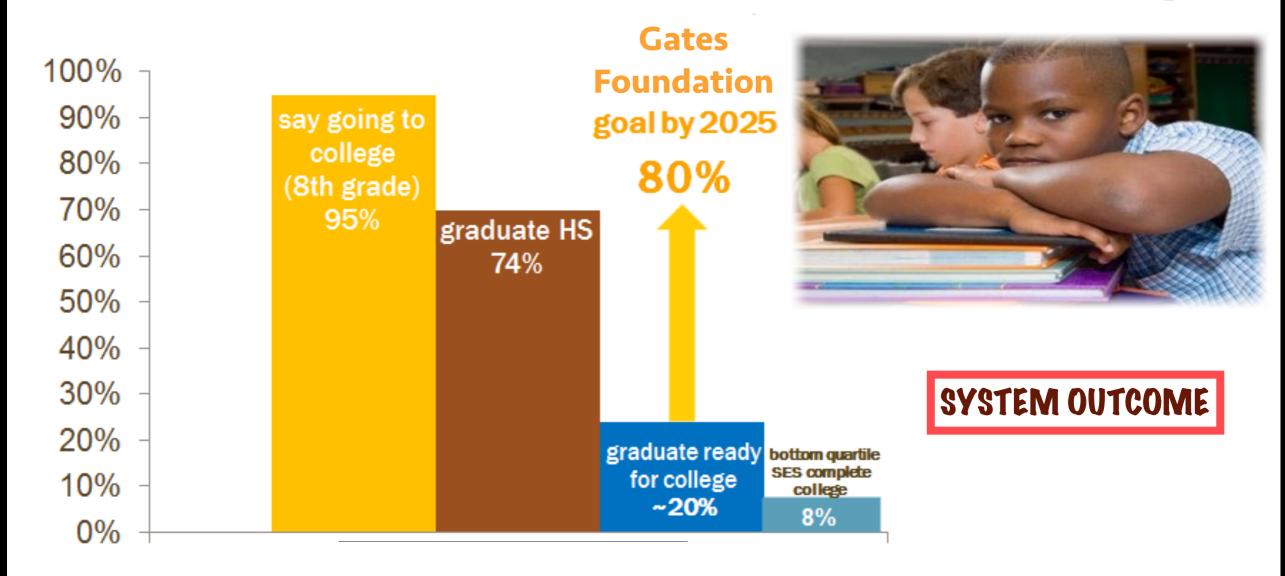






(the assessment problem)

...landscape



58% Latinos graduate 57% African American 78% White

irrelevance cited as a main factor in decision to drop out



...digital landscape

Black and Latino youth between ages 11-18 spend on average 13 hours daily engaged with media

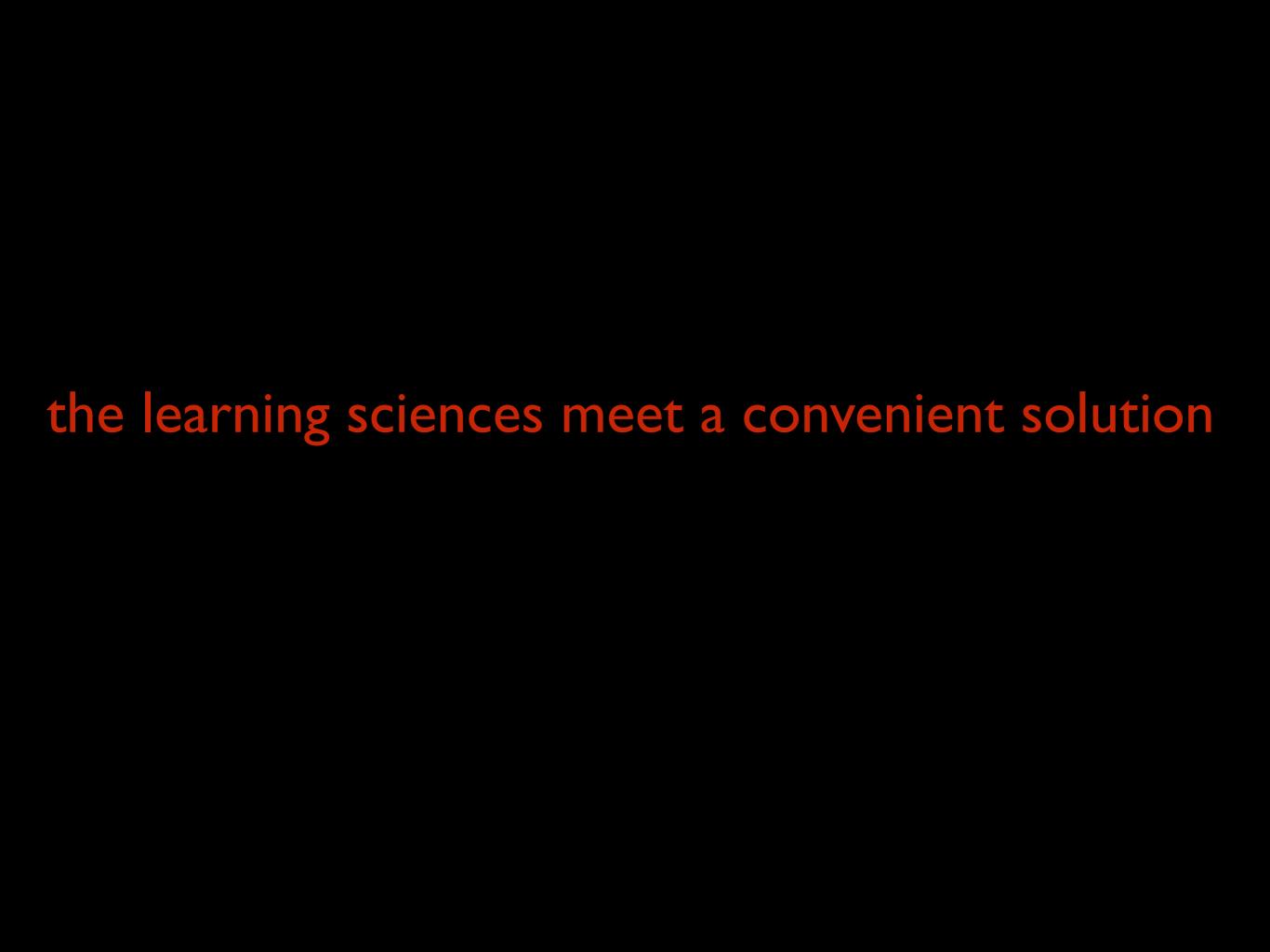
(Kaiser Family Foundation 2010)

57% of youth are Internet "content creators"

(Lenhardt & Madden (2005). Pew/Internet and American Life project.

97% of youth are playing video games

(Lenhart, A., Kahne, J., Middaugh, E., Macgill, A. R., Evans, C., & Vitak, J. (2008). Pew/Internet & American Life Project)



educurious learning design principles

Youth positioned as developing experts

Accommodate multiple means of expression

Learning that Leads to Mastery Youth progress along competency-based learning pathways

Leverage video, disciplinary tools & digital literacies

Learning With Multimedia Games are Learning Systems

Learning With Data and Feedback Continuous performance feedback / metacognitive facilitation

BILLE

Cultivate social learning networks

Promote personally relevant participation in projects Learning Through Multiple Experiences, in Multiple Environments

Learning Through the Lens of Subject Domains Experts provide multi-faceted learning supports

Build upon prior interests and identities of youth to promote seamless learning Youth learn contemporary disciplinary knowledge, skills, and practices (cf. common core)

educurious learning design principles

Youth positioned as developing experts

IDENTITY DEV

Accommodate: multiple means of expression

Learning that Leads to Mastery

Leverage video, disciplinary tools & digital literacies

Learning With Multimedia

LEARNING ECOLOGIES

Learning Through

Learning With Data and Feedback

Continuous performance feedback / metacognitive. facilitation

191817

Cultivate social learning networks

Multiple Experiences, Promote personally in Multiple relevant Environments Learning Through the Lens of Subject Domains

Experts provide multi-faceted learning supports

participation in projects

RELEVANCE

Build upon prior interests and identities of youth to promote seamless learning

Youth learn contemporary disciplinary knowledge, skills, and practices (cf. common core)

...a field quickly evolving

1980s >> 2000s >> now

focus on games focus on games focus on games as assessments



....imagine a day when the game is the test

catalyzing markets challenging developers to respond to...

5 design requirements

assess

application

of

Common Core and

Next Generation
Science Standards



("vinacion. Hope nouskeys. 45.57 collaboration tenacity critical thinking communication systems thinking Amativeness

assess complex skills

engagement

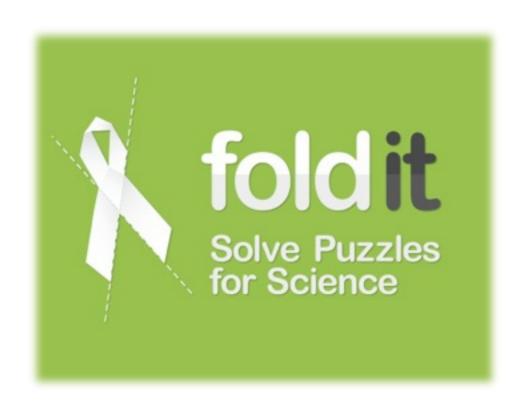


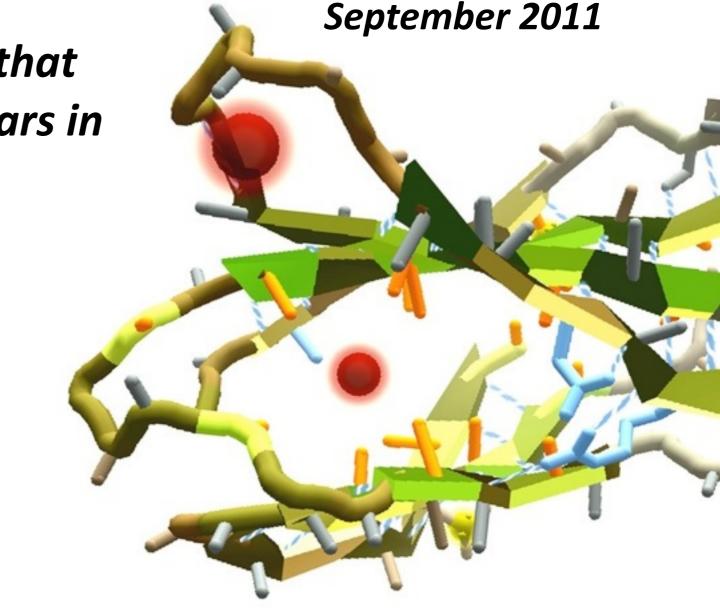


data analytics



players decode AIDS protein that stumped researchers for 15 Years in just 3 Weeks





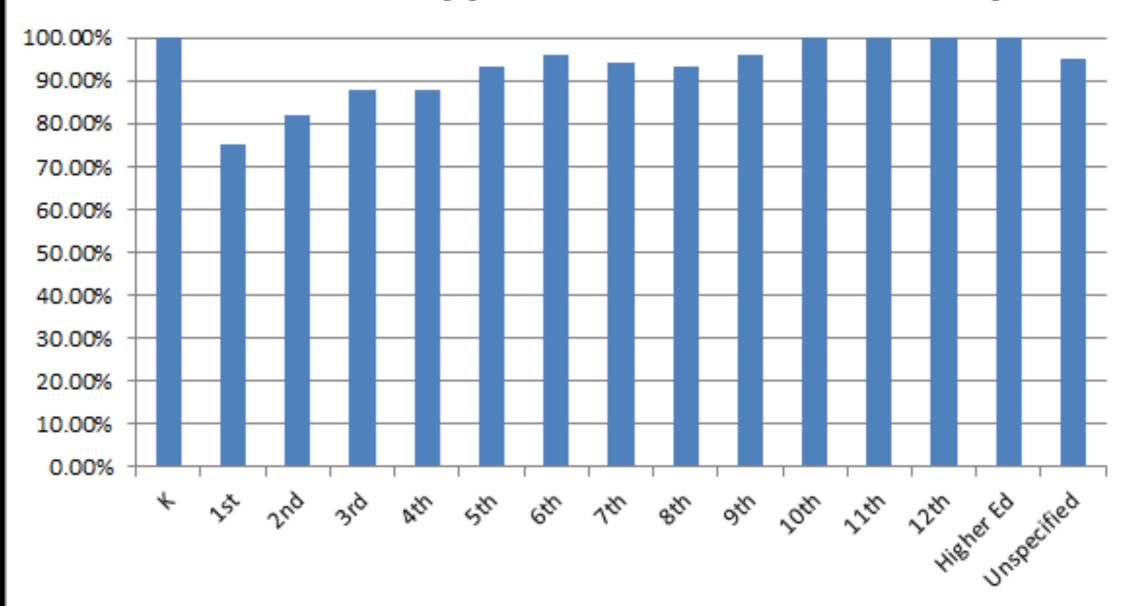
players solve the protein structure that could help the design of new AIDS drugs

The Center For Game Science @ University of Washington



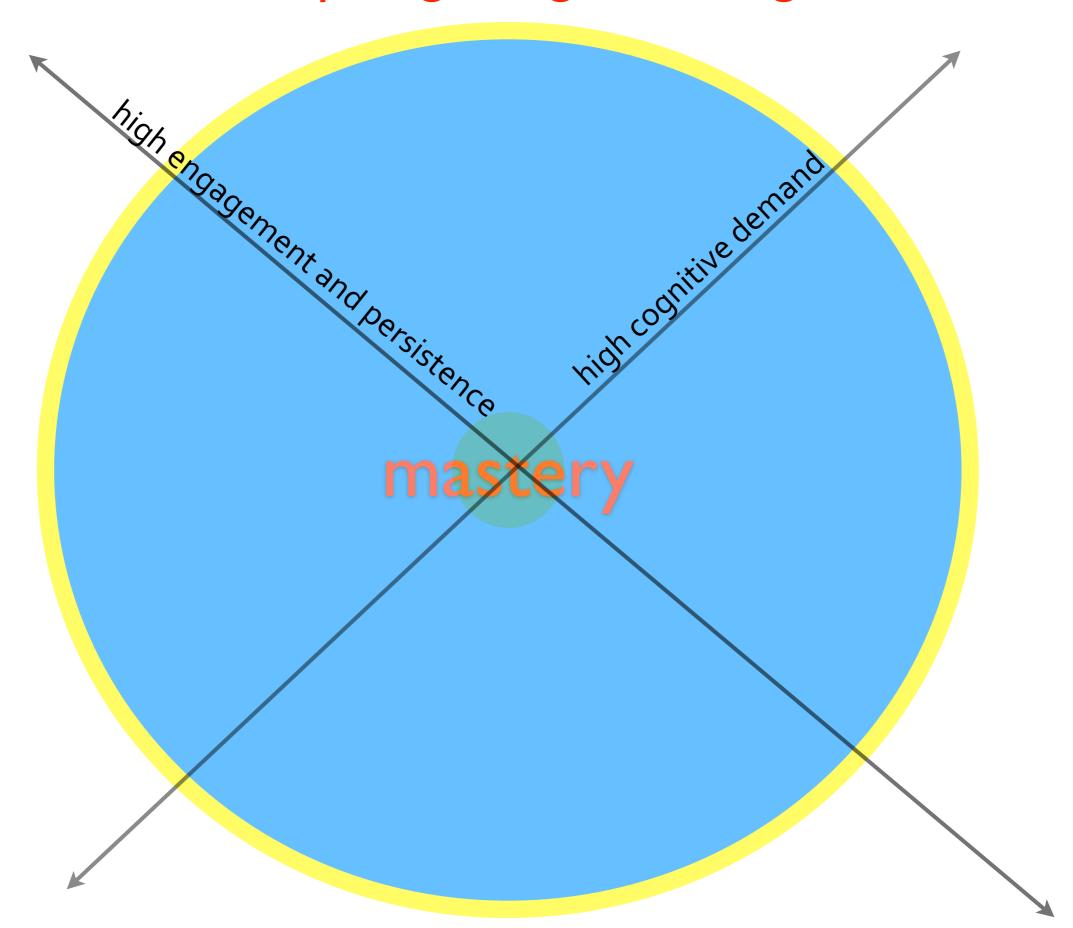
Zoran Popovic, Computer Scientist / Game Designer zoran@cs.washington.edu

1.5 Hours of Play / Percent Acheived Mastery





most inspiring design challenge ever



SRI Meta Analysis Early Findings

- approx 62,000 studies were considered
- 77 met gold research standard
- when digital games were compared to other instruction conditions without digital games, there was a moderate to strong effect in favor of digital games in learning cognitive competencies
- students at the median in the control group (no games) could have raised scores by 12 percent in cognitive learning outcomes if they had used a digital game

Anyone who tries to make a distinction between education and entertainment doesn't know the first thing about either.

Marshall McLuhan





gracias @robjtorres





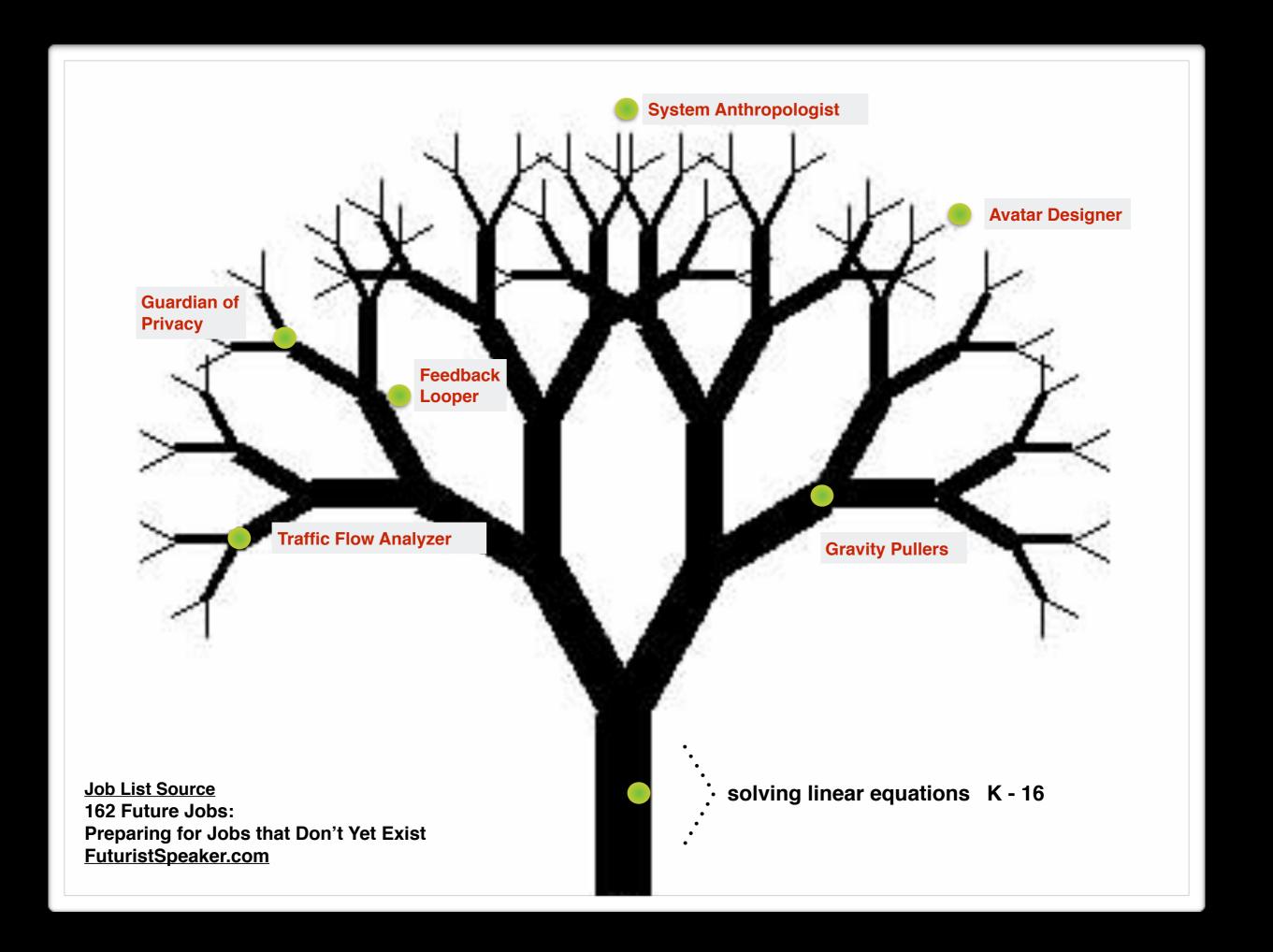
what, how, where, when continuously adapts to students' interests, need, and skills



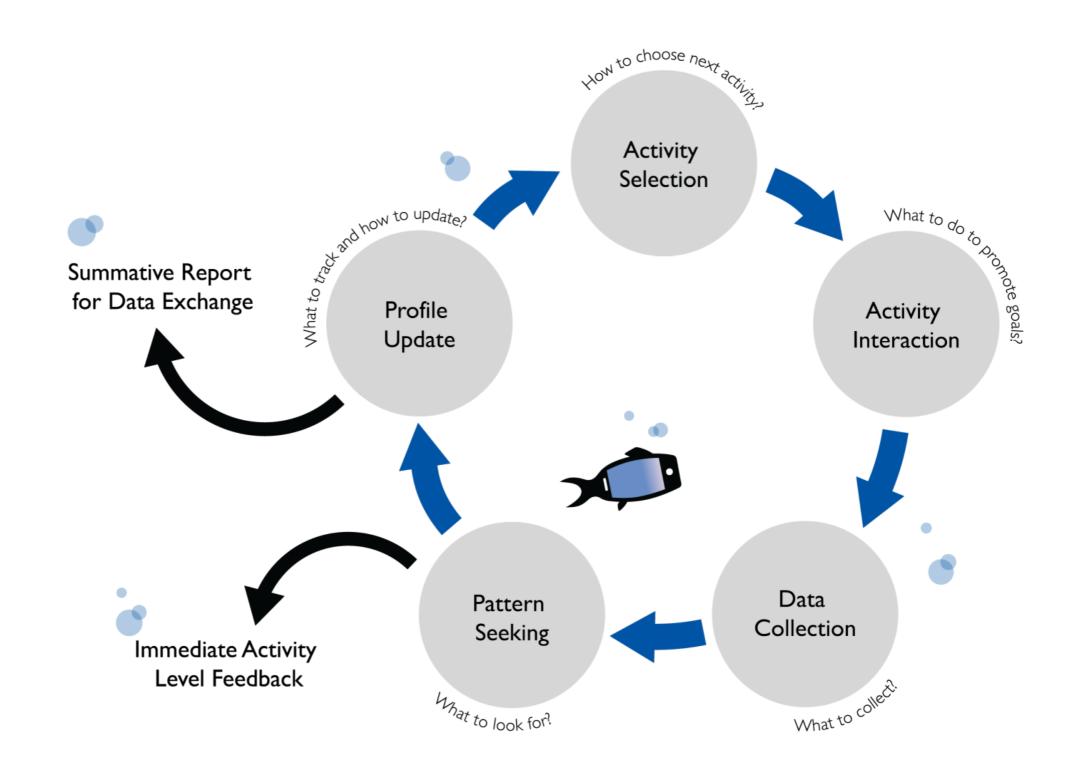
evidence of mastery through application



who arbitrates legitimacy



Adaptive, Continuous Assessments









For ELA - Middle School Argumentation



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