

Video Games in Education

Name:



Your task is to explore an educational video game, and then present back to the class as to why this is game may or may not be a useful game for education or learning.

Your presentation can be made on any presentation tool of your choice-eg.) Power Point, Google Presentation, etc.

<http://gamesined.wikispaces.com/Global+Issues>

- 1.) Pick a game from the web link above.**
- 2.) What is your game about?**
- 3.) What lesson is it trying to teach?**
- 4.) Does the game create a sense of Urgent Optimism? How does it do this?**
- 5.) Does the game create a sense of Social Fabric? How does it do this?**
- 6.) Does the game create a sense of Blissful Productivity? How does it do this? What is the task you have to complete?**

- 7.) How do you know you have completed the task? Is there an Epic win? What is it?**
- 8.) What are your overall thoughts on the game? How would you change the game to make it better>**