



Title: Introducing gaming into the SBAE classroom:

An innovative starting block for teacher educators

Author(s): Garrett T. Hancock, OP McCubbins, Jason D. McKibben

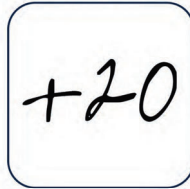
Workshop(s)



Game(s)



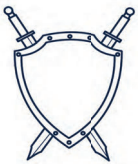
Participant(s)



Section(s)



Instrument(s)



Introduce / Reflect



Awareness / Perception



GBL Utilization



Demographic Information



N
O
T
E
S

Results to Date

- Players who previously engaged in GBL indicated higher use (Very Often).
- Future Use increased after workshop for all previous engagement players.
- Five of the six awareness/perception questions showed increase pre to post.
- Introductory understanding and GBL appropriateness increased most.
- Confidence to implement GBL increased .86 (SD = 1.15)

Future Plans

- It is important for teacher prep programs to provide tools for success.
- GBL should be better explored and explained to pre-service teachers.
- Organized programs focused on the practical applications of GBL in SBAE.
- Exploration of gaming mechanics in the development of SBAE curriculum.
- Focused efforts on the cooperation and collaboration aspects of games.



This adventure is best played with a group of characters.
Be Prepared to Roll For Initiative!

