COSC 442:
Mobile Educational Game Development

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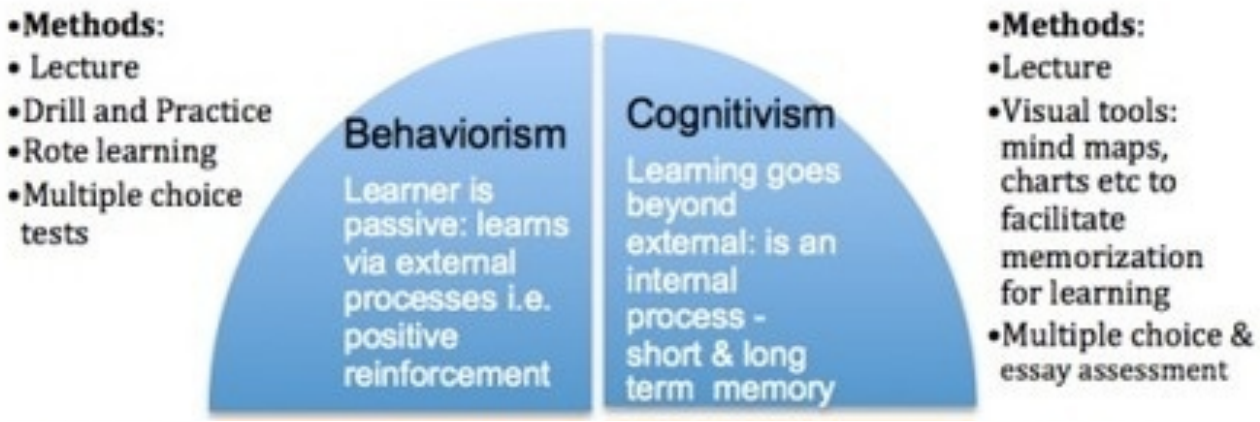
Instructional Design

- The creation of “instructional experiences which make the acquisition of knowledge and skill more efficient, effective, and appealing.” (Merrill et al. 1996)

- Studies:
  - Learning processes and individual learning styles
  - Curriculum design
  - Motivation theory
  - Learning outcomes and assessment methods
  - Instructional and educational technology

Schools of Thought



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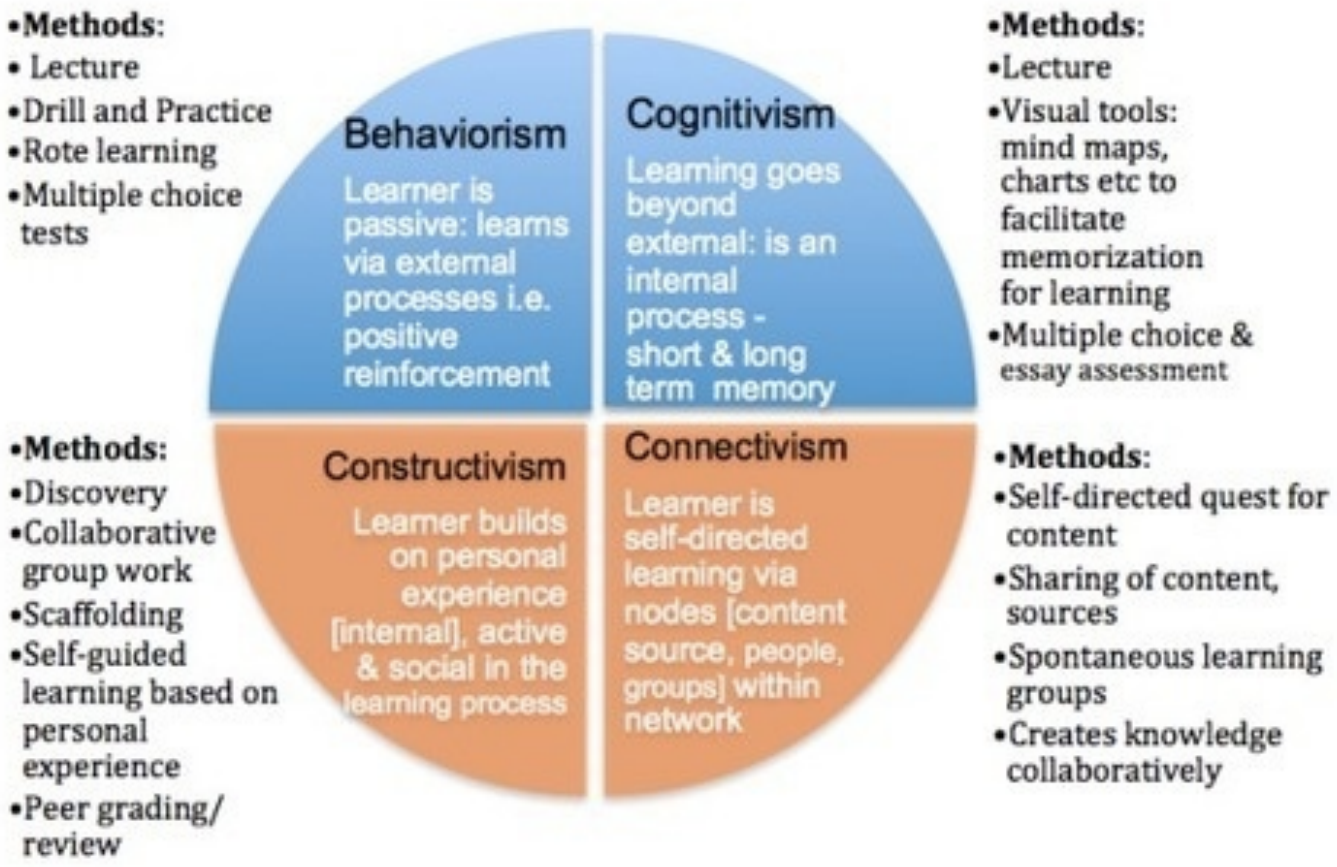

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Gagne's Events of Instruction (1965)

- Shares the behaviourist appraoch
- Focuses on learning outcomes
- Design process:
  - Define overall goals and learning objectives
  - Implement the nine events
  - Adapt to fit content and student backgrounds

1 GAIN ATTENTION

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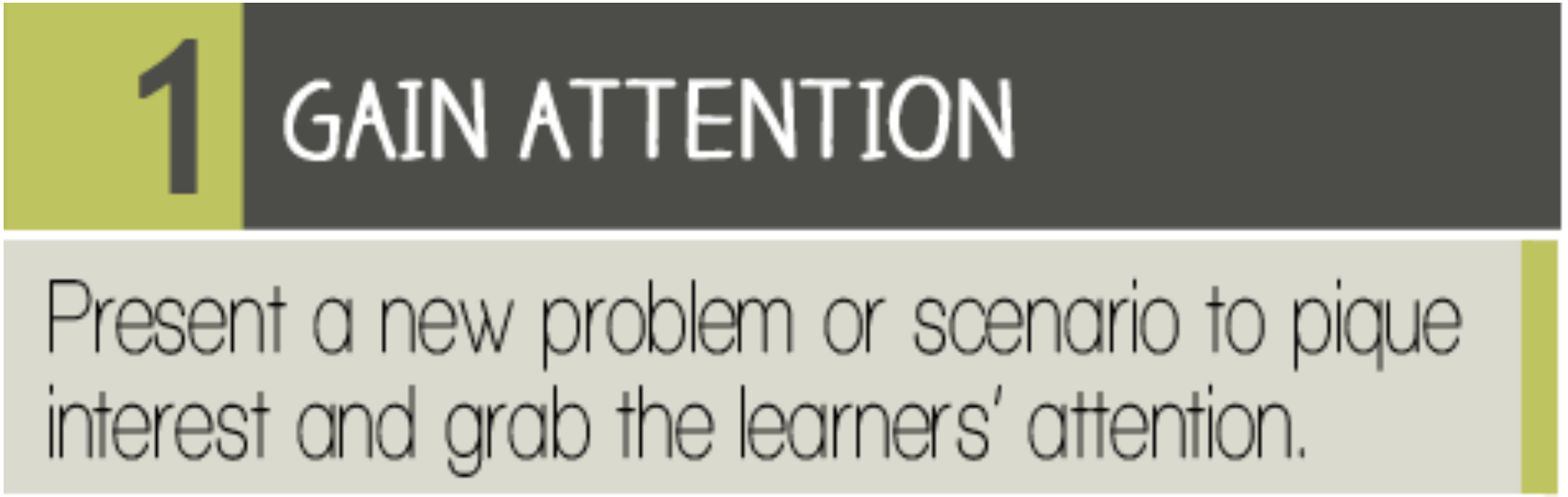

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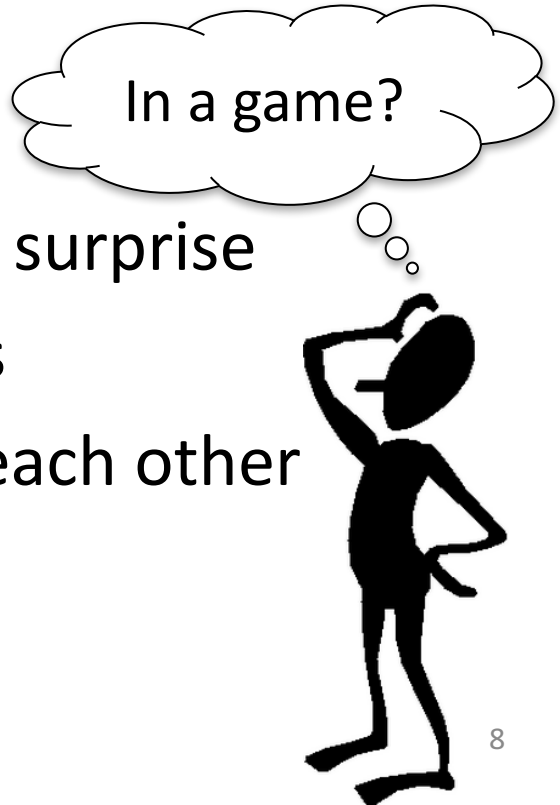

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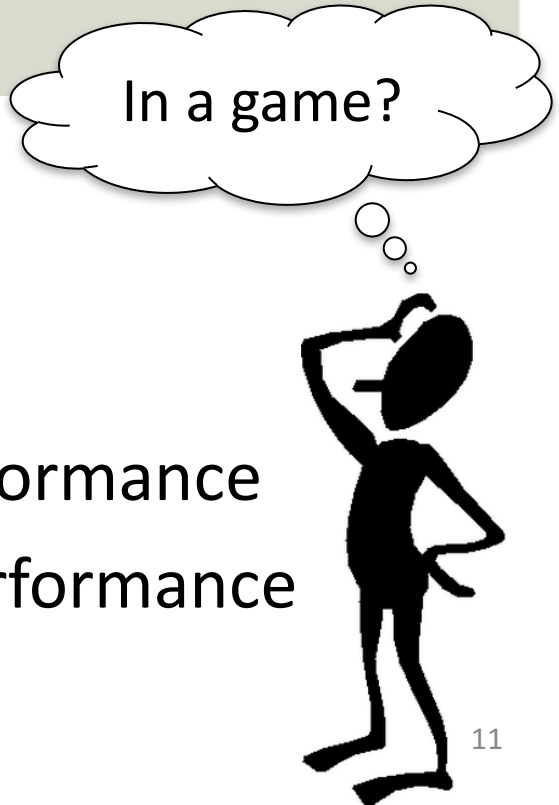

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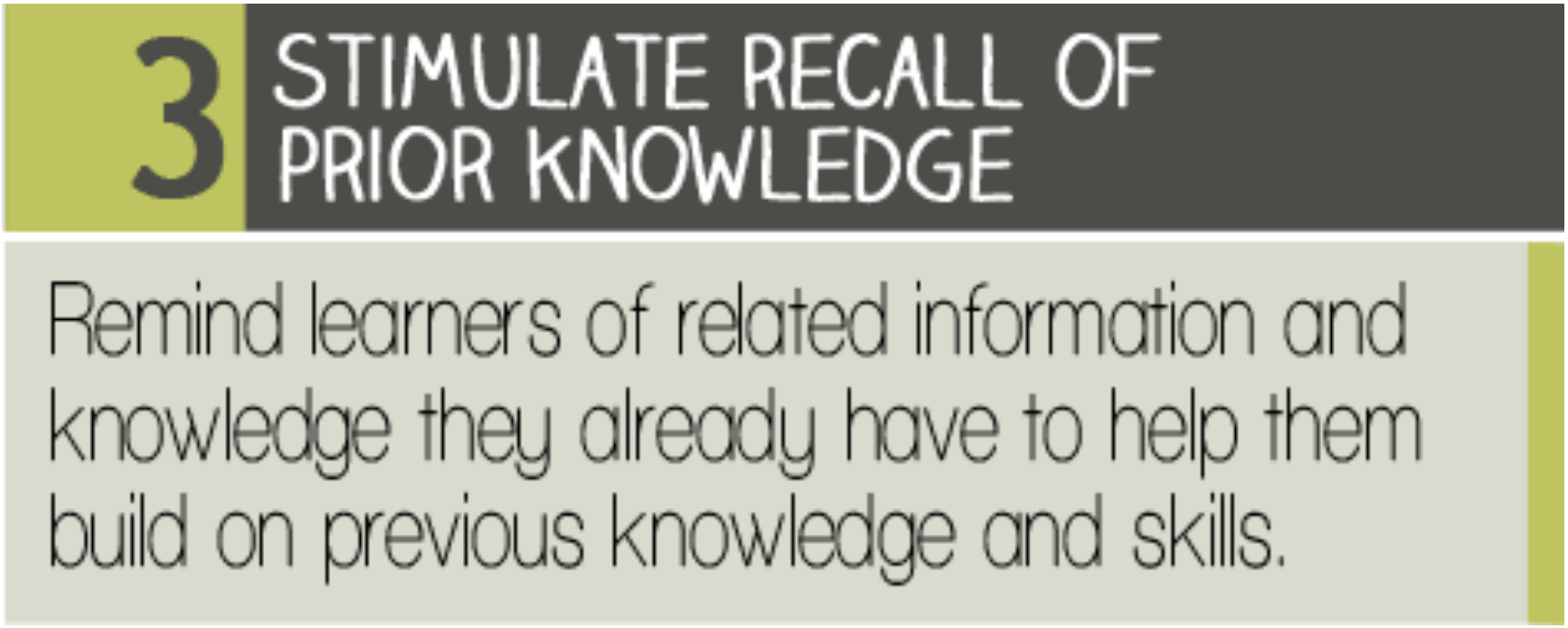

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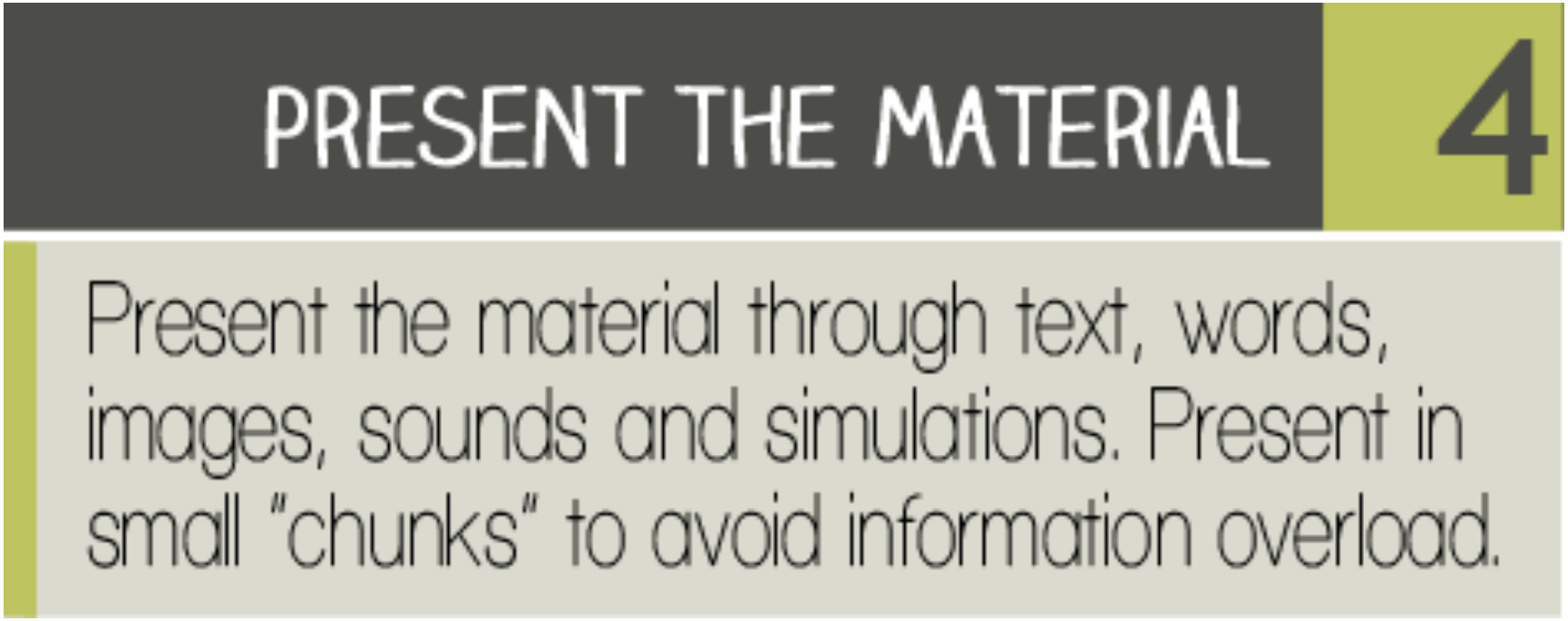

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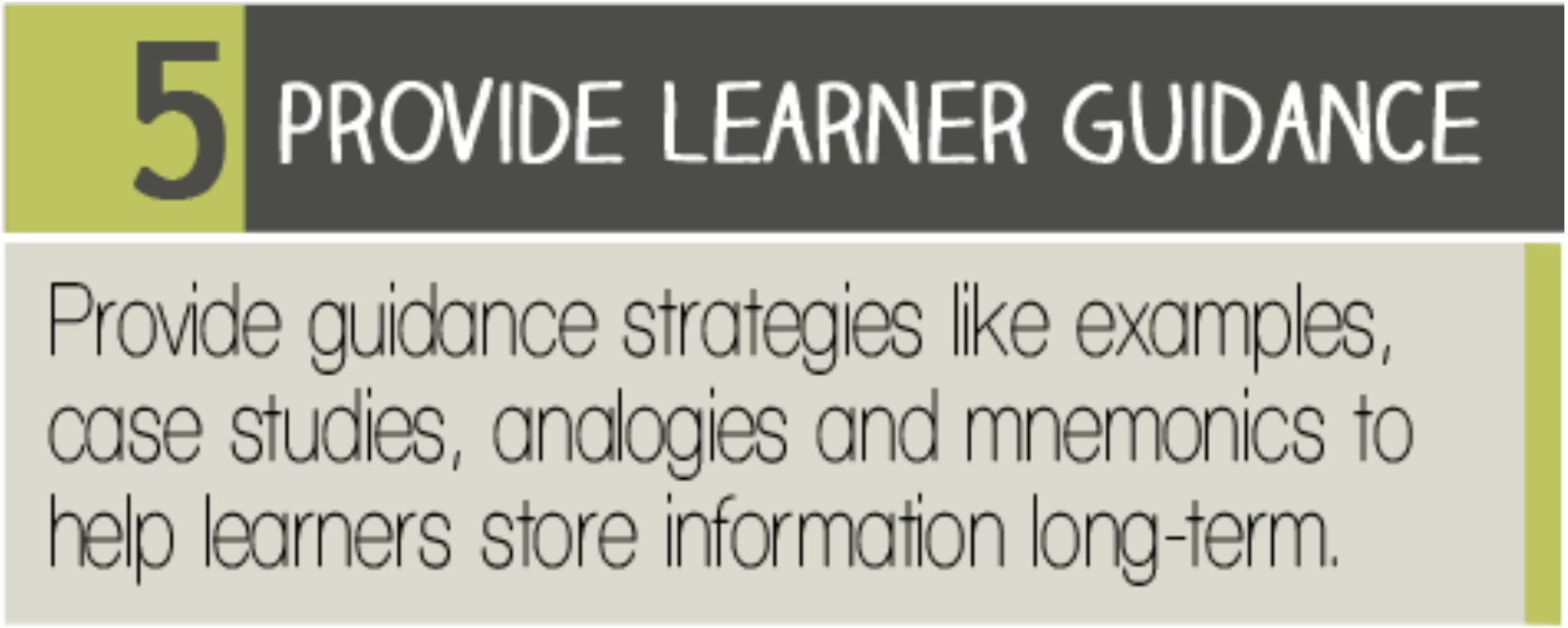

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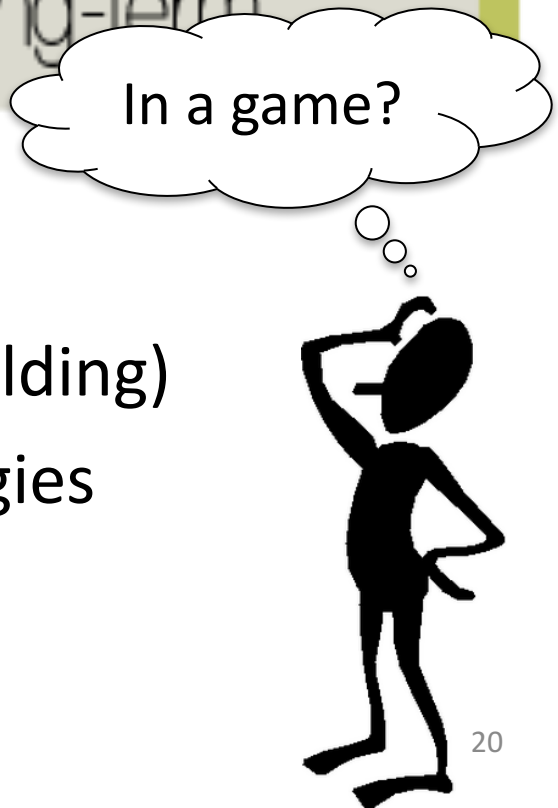

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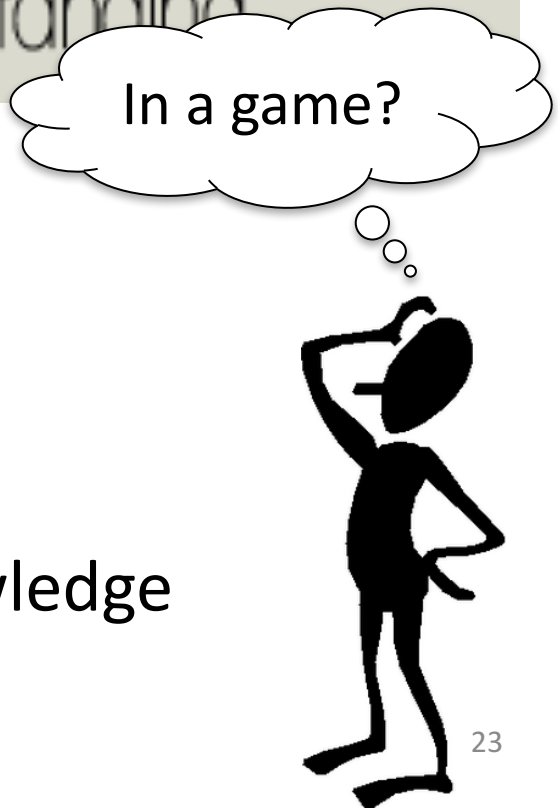

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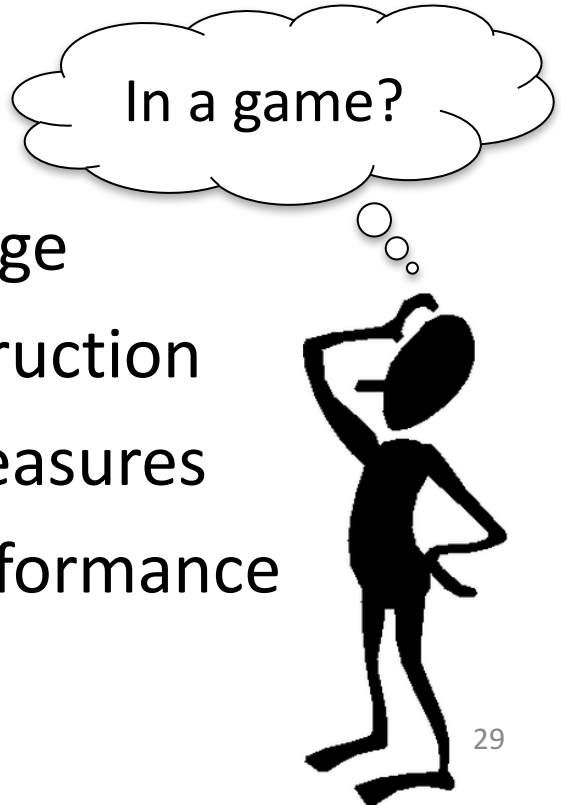

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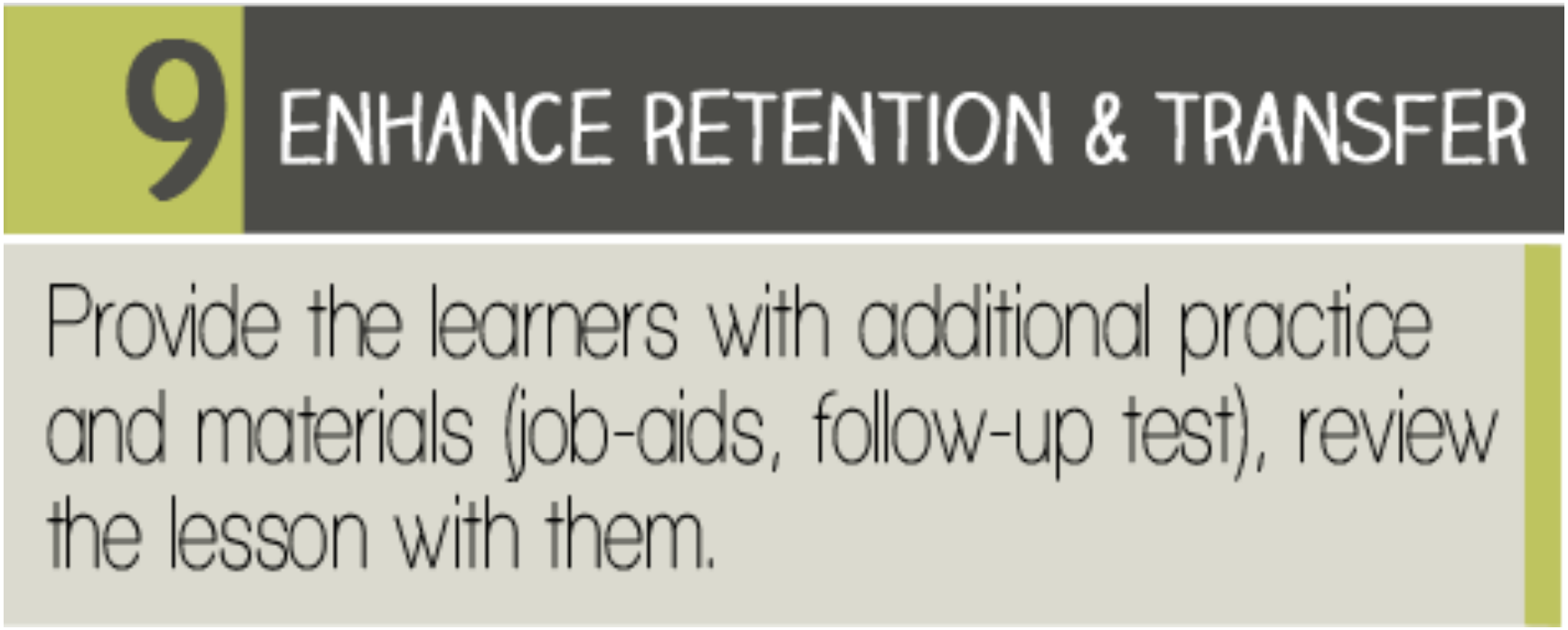

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Summary of events

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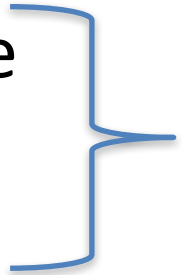
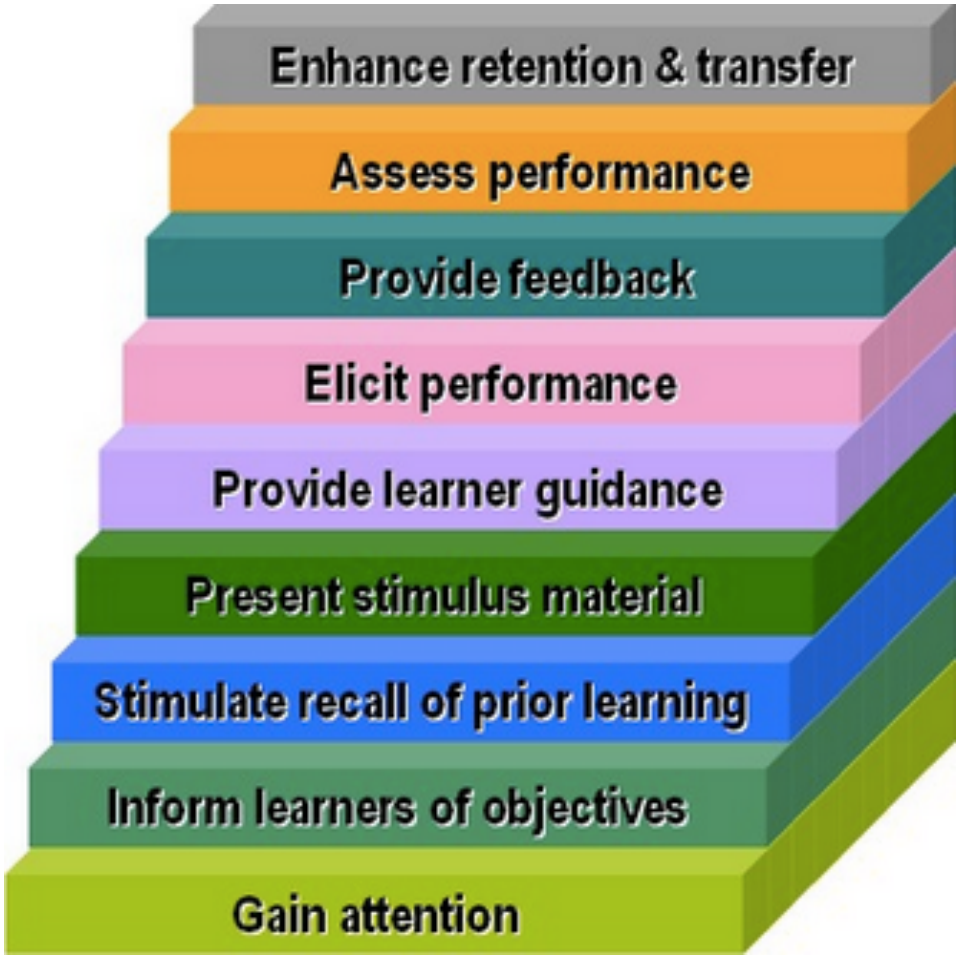
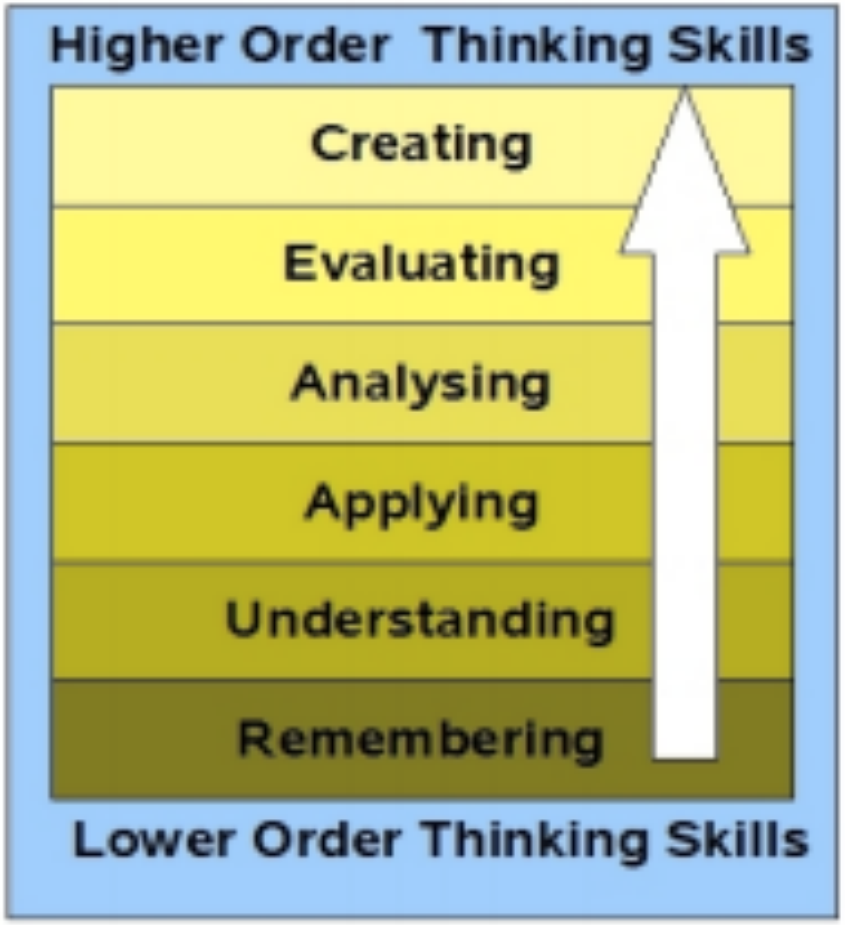


Applicable to software that teaches

Framework Comparison





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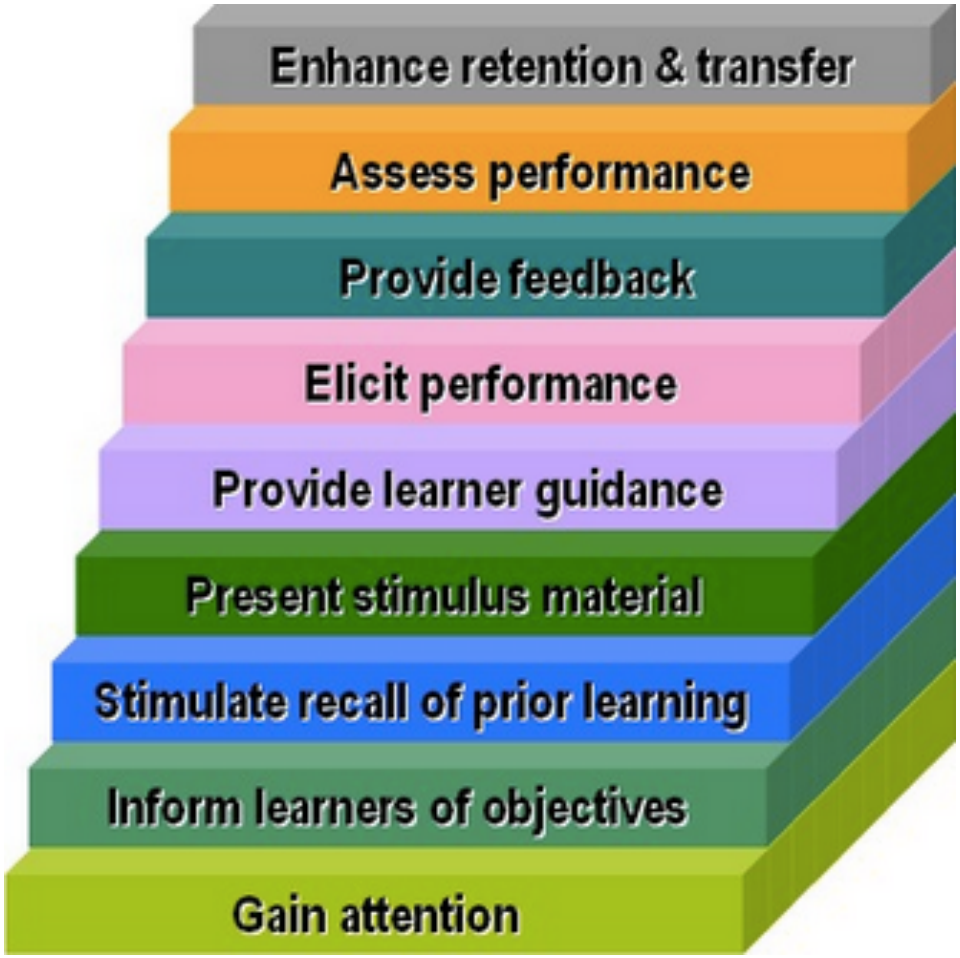

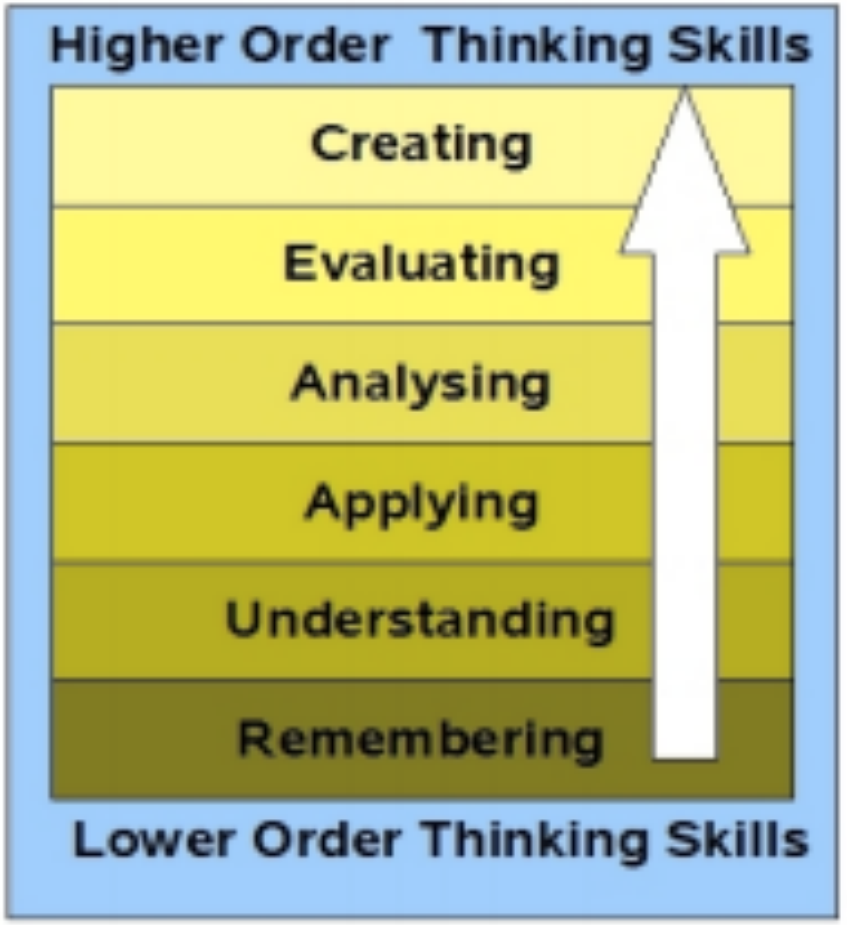

Combine to develop engaging and meaningful activities

Batman Meets Gagne

- Research paper on application of Gagne's 9 events in commercial games
- See separate notes

Design Activity

- How should game activities be designed to model these nine events *in conjunction with* the Bloom's taxonomy?
  - Retrieve activities from last class
  - Unfold them: what will the user experience be?
    - Sequential story
    - Screenshots or text bullet points
  - Insert at least 3 of the "9 events"
  - Submit by end of class