Nordic Digra 2012   Half-day Workshop

Title: Practical use of Serious games for mobilephone/smartphone in higher education

Note: Pre-registration: please send email to: keiji.amano@gmail.com.

The main aim of this workshop is to search for the possibilities of the serious games as a mean of higher education (mainly in the field of social sciences and humanities).

In the undergraduate curriculum, in order to acquire a comprehensive knowledge, faculty usually develops a variety of inter-related lectures. However, since awareness of the relationship between subjects is not necessarily high, students have difficulties in capturing the overall design to cultivate expertise in each subject with the help of e-learning environment in higher education.

Keywords: Serious game, Gamification, smartphone, competency dictionary

Outline

Part1: serious games for smartphone and e-learning environment

As an introduction for the workshop, Prof. Amano and Prof. Nomura will report the current situation of practical use of commercial serious games in combination with e-learning environment.
  In order to exchange views with the participants, this workshop particularly welcomes the participation of researchers in the field of engineering education and the gaming industry.

Part2: curriculum design for effective learning using serious games

In this section, we will discuss evaluation methods for the learner's progress.

Interactive learning materials such as serious games require different methods than traditional lectures. Hosts have strong interests especially about evaluation methods from their experiences in research and practice of using commercial serious games in Faculty of Business Administration.

Our proposal is a combined evaluation of;
1) Subjective evaluation of a self-goal setting and the degree of achievement,
2) Objective assessment from the perspective of the linkage between the subjects taught in the course,

We will introduce some concrete methods (competency dictionary, performance evaluation method etc.)as a springboard for discussion.

We also would like to have some short presentations from the participants with the same concern, in order to classify and systematize the operation methods and evaluation methods of serious games in education.
These discussions will help participants to develop more generalized methods that could be used in education for all the ages.

Participants from the educational field who have practiced serious games in formal education are especially welcomed.