17. Technology and Education

Sara Corbett, Learning by Playing: Video Games in the Classroom

1. Describe the educational experience at Quest to Learn. [Tyler V]

2. What is a “designed experience,” using Salen’s terminology? What techniques are used to make them compelling and engaging? How could school be made into a designed experience? [John V]

3. What do you think is lost in an education like this? What is gained? What did the article have to say about the measurable outcomes of this style of education? What about Smallab? [Corwin W]

4. How do you think video games should be used in education at a place like Calvin? Formulate some suggested guidelines for responsible use. [Carson W]