

CI 400
Simulation and Games
Summer 2008

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Course Description:

Analyzes the use of simulation and games as instructional methods in both educational and training contexts. Includes projects involving the design and development of an instructional game or simulation.

Instructional Goals:

After completing the course, students will be able to:

- Distinguish between instructional games and simulations.
- Analyze the attributes and limitations of games and simulations.
- Evaluate commercial board, boxed, and computer games and simulations.
- Integrate games and simulations into training and/or classroom.
- Design, develop and evaluate a game or simulation.

Course Readings:

Provided by instructor (e-mail distribution) or by library research.

Resources:

Curriculum Materials Center (McLafferty Annex). Requests via email: cmc@lib.siu.edu.
The intercession hours: M-F 1-5 pm. Contact Marta Davis, Education Librarian, 3-1652.
<http://www.lib.siu.edu/departments/cmc>

Office Hours:

Tuesday, Wednesday, Thursday – After class and by appointment.

Attendance:

There are only nine sessions, so it is critical to attend each one. Participation is graded and cannot be made up if missed.

Grading:

Participation	20%
Activities	30%
Midterm Exam	20%
Final Project	30%

Readings: The class is front-heavy in reading in order to establish a shared foundation of knowledge for further discussion and learning. All students will read some of the readings; some readings will be read and summarized by individual students.

**CI 400 – Instructional Games and Simulations
SCHEDULE**

Class #1 (Tue): **Games, Simulation-Games, Simulations and Simulators**
IN CLASS - Discussion of continuum of instructional games and simulations
- Multimedia Center for Teachers (MMCT) wiki

HOMEWORK **Read:** Henich*; Alessi & Trollip-CH 8*; *Game Play* article*;
Prensky *Digital Game Based Learning* (ch 5); Sheldon AERA06
- Add a Portal Profile or MM Evaluation to MMCT

Class #2 (Wed): **Educational multimedia, computer, and video games**
IN CLASS - Discussion of *serious* multimedia, computer, and video games
- Explore web-delivered educational games

HOMEWORK **Read:** Gee; Clark (in Educational Technology, pg 56), K. Squires
Video Games in Education, Rieber3*
- Profile educational computer or video game

Class #3 (Thur) **Educational multimedia, computer, and video games (cont.)**
IN CLASS - Multimedia math game activity (Locate / Evaluate / Integrate)

HOMEWORK **Read:** Gredler*; Shirts*; Alessi & Trollip-CH7*;
- Profile a simulation or simulation-game

Class #4 (Fri) **Simulation and Simulators (training)**
IN CLASS - Discussion of simulation and simulators
- Activity: Scenario-based simulation

HOMEWORK - Project Proposal, submit via e-mail by Sunday, 11:59pm

Class #5 (Mon) **Games and Simulations - Presentations**
IN CLASS - *Show-and-Tell* game and simulation presentations

Class #6-8 (Tue-Th) **Project Proposal and Production**
- Project: Individual and Group Work, consultation w/ instructor

HOMEWORK - White Paper (subject related to project)

Class #9 (Fri) **Project Presentations Showcase**

Emergency Procedures:

Southern Illinois University Carbondale is committed to providing a safe and healthy environment for study and work.

Because some health and safety circumstances are beyond our control, we ask that you become familiar with the SIUC Emergency Response Plan and Building Emergency Response Team (BERT) program. Emergency response information is available on posters in buildings on campus, available on the BERT's website at www.bert.siu.edu

<<http://www.bert.siu.edu/>> , Department of Public Safety's website www.dps.siu.edu <<http://www.dps.siu.edu/>>

(disaster drop down) and in the Emergency Reponse Guidelines pamphlet. Know how to respond to each type of emergency.

Instructors will provide guidance and direction to students in the classroom in the event of an emergency affecting your location. It is important that you follow these instructions and stay with your instructor during an evacuation or sheltering emergency. The Building Emergency Response Team will provide assistance to your instructor in evacuating the building or sheltering within the facility.