

WEB 2.0 Approaches To E-Learning Empowerment



iLearning Forum Paris

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Presentation Structure

Introduction to Serious Games Institute

Games and Learning Empowerment

Web 2.0 and Learning

Thinking Worlds & Missionmaker

Second Life

Conclusions



SGI Mission



The Serious Games Institute is a Digital Media Institution whose mission is to excel in the principles and practices of games for addressing serious issues using serious technologies to develop serious applications for delivering serious benefits



West Midlands Region



Regional Games Industry



Games can engage,
entertain and
educate

What are Serious Games ?



*"The use of electronic
games technologies
and practices for
serious purposes"*

Games and Learning Empowerment



Humans and animals learn
through games and play

Games Technologies



Electronic games are a
natural extension of a basic
human need

Game Applications – Role Playing & Simulation



Electronic games can provide a safe environment for exploration and simulation



Web 2.0 and Learning



We are moving from being consumers of media to producers



Web 2.0 & Open Source



Trends in Learning & Education



Knowledge Transfer
Existing Knowledge
Assimilation & Retention



Peer to Peer Learning
New Knowledge
Discovery



Development Approaches



The Enterprise Game
SME/start-up training



Caspian &
Immersive Education



Second Life
"Eduation"

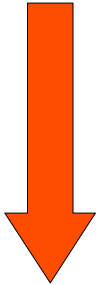
Pixelearning
Flash platform



There is a spectrum of solutions from structured learning to totally self-directed

Types of Serious Games

- Edutainment Quiz Games (e.g. "Who wants to be a millionaire")
- Single Player task-based simulations with decision trees
- Single Player role playing simulations in persistent virtual scenarios
- Multi Player task based simulations (non-persistent)
- Multi Player role playing simulations in persistent virtual worlds



Serious games are also shifting from knowledge transfer to self-directed experiential learning

How are Serious Games Developed ?



- Commissioned projects
- Multiple outcomes
- Subject matter experts
- Creatives
- Programmers
- Games engine platforms
- Expensive !!!!



Serious Games require a multi-disciplinary approach & can be expensive to develop

Thinking Worlds



Caspian Learning developed the "Thinking Worlds" platform

Second Life



Eduation is a Web 2.0 Virtual campus develop by Consultants-e

Missionmaker



Immersive Education developed the "Missionmaker" platform

Second Life



Eduation is a Web 2.0 Virtual campus develop by Consultants-e

Second Life



Eduation is a Web 2.0 Virtual campus develop by Consultants-e

Second Life



Social Simulation Research Lab

Second Life



Social Simulation Research Lab

Conclusions

Developments in technology and the emergence of Web 2.0 and open source is driving e-learning from linear, "subject matter expert" led solutions towards multi-user, student directed, personalised and immersive learning experiences in which gameplay is an important factor

Questions & Discussion



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