



Educators' Technology Clinics

Student Project Profile

Course: LTMS 603 Engaging with Learning Activities, Games & Simulations

Project Name: Cultural Bias Awareness for Cultural Voices

Project Audience: 11th and 12th English

Solanco School District

Project Description: Interactive game designed to teach users how to distinguish between terms that often lead to cultural bias.

Audience Response: The players (students and teachers) enjoyed the personalization of the subject provided by the game. While problem solving through encounters set in familiar locales, the players were learning essential vocabulary through a more authentic application. They attributed this experience to the photos, moving character, sounds, and pop-up dialogue.

Improved Learning Outcomes: Players were able to assess their own familiarity and mastery of the essential vocabulary based on their final score or outcome total. The game is designed so that a player must interact with the questions or problems faced by the character so as to make accurate selections. A quick play of the game can result in a need to re-assess individual performance and re-try the game. Those who work patiently at the start may also benefit from viewing the optional tutorials.

What I Learned: I am delighted to have developed an appreciation for gaming - not just as a player but as a designer. I now envision games as a new technique for multiple applications in the classroom: to teach a new concept, to practice a skill, and to assess understanding. The design process requires not just patience but a willingness to revise and revise again from an initial plan. Testing and re-testing is of utmost importance to assure that the game produces the desired objectives and goals.