Educational games

Parlor games, role-play games, mind games

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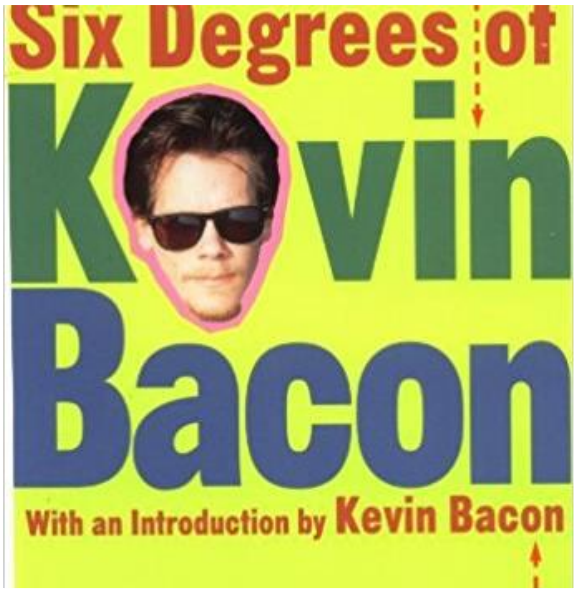
Educational Games

- Parlor games – a group of games played indoors
- Mind games – challenges the brain
- Role-playing games- take on the role of a character to engage in an adventure
- Project Management class Apps
- Computer science class Apps

Parlor Games

Mafia – also known as Werewolf, created by Dmitry Davidoff



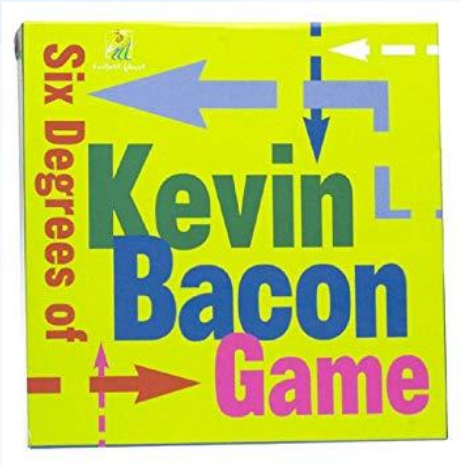
Six degrees of separation – based on "6 degrees" concept

Scrabble Slam! – a modification of the traditional game

Mafia (also known as werewolf)

- A conflict modeling game between two groups: the informed minority (mafia) and the uninformed majority (innocents)
- The mafia "eliminates" an innocent
- The players debate identities of the mafia and vote to eliminate the suspect
- Teachers can use to start a discussion on decision-making, communication, and influence

- Skills: strategic thought, team play, social skills
- Board game, App, or pen/paper

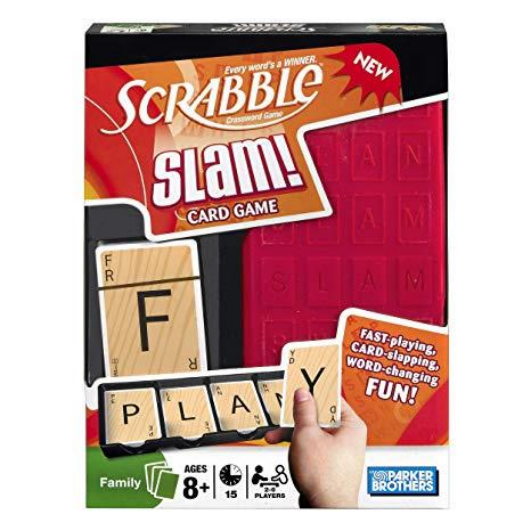


Six Degrees of Kevin Bacon

- Based on the six-degrees of separation concept which states that any two people on earth are six or fewer acquaintances apart
- Movie buffs challenge each other to find the shortest path between an arbitrary actor and prolific actor Kevin Bacon
- Several App versions link articles to obtain 'degree'
- Teachers can use to improve student reading comprehension, research, and discovery

- Skills: strategic thought, reading comprehension
- Pen/paper, App
- IBM has bluemix* website, I was able to stump the machine by using Idris Elba

*IBM site: https://bacon.mybluemix.net/



Scrabble Slam!

- Play is with cards and very fast-paced
- Students are challenged to get rid of all cards by making new four-letter words
- Students will need to call out word before laying down card
- Teachers can use to help build student word building and word recognition skills

- Skills: critical thinking, word building, word recognition
- Card game
- Similar to Scrabble board game

Role-playing games

Choices – Stories you play

Pocket Law Firm

Little Baby Boss Skin Doctor

Choices – Stories you play

- Read a story and make choices to create alternate endings
- The App has wonderful graphics and numerous storylines
- Teachers can use to improve student reading and reading comprehension

- Skills: reading comprehension, word recognition
- App

Pocket Law Firm

- Rated "Best App" for American Government studies
- Teachers and tests users knowledge of Constitutional rights
- Students must use their knowledge of Constitutional rights to match lawyers with clients to win cases in court
- Teachers can find newspaper articles about current legal and ask students to read and identify associated Constitutional rights for violation and/or use

- Skills: social skills, critical thinking, decision-making, competition, writing
- App
- Has useable reward system

Little Baby Boss Skin Doctor

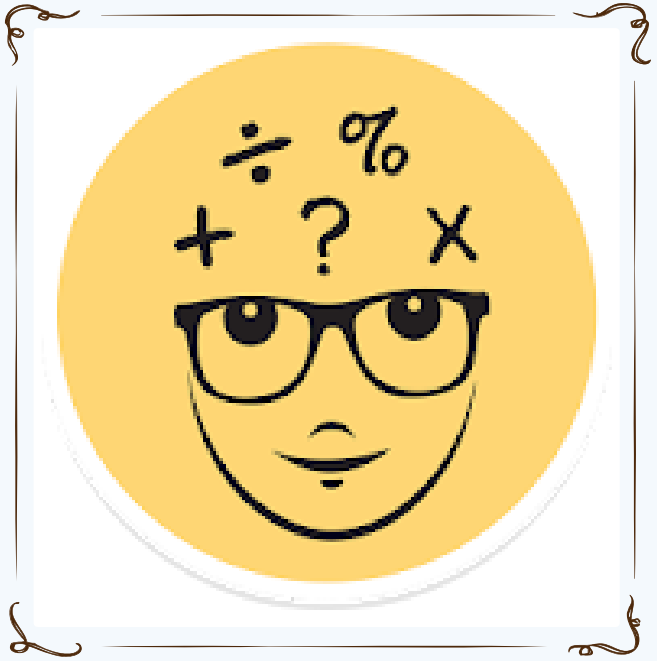
- Correctly treat skin conditions for the baby spy so he can return to duty
- App has very nice graphics
- Teachers can use to help students with analysis of situations and decision-making
- Teachers can reward students for correct choices when healing the baby while they learn about proper skin care

- Skills: critical thinking, problem-solving, decision-making, hygiene
- App

Mind games

Pictoword

Spelling Master



Math Master

Pictoword

- Read a series of pictures that combine to create a word
- Has great graphics, games for all age levels, a variety of game packs from easy to difficult
- Teachers can use to as a fun way for students to learn new words

- Skills: word recognition, word building
- App (online/offline)

Spelling Master

- An educational game that helps improve spelling skills (only in English)
- Seven different spelling games including: word combining, finding misspelled words, and word choice
- Teachers can use speed scoring to reward students for spelling and finding misspelled words correctly

- Skills: Word building, word recognition, spelling and grammar
- App

- Skills: reasoning, logic
- App

Math Master

- Teaches general math concepts
- Has a book for every math operation
- Follows school standards and includes quizzes
- Teachers can use as support to learning math concepts in class and quiz students using the timed feature in the App

Educational games for Computer Science

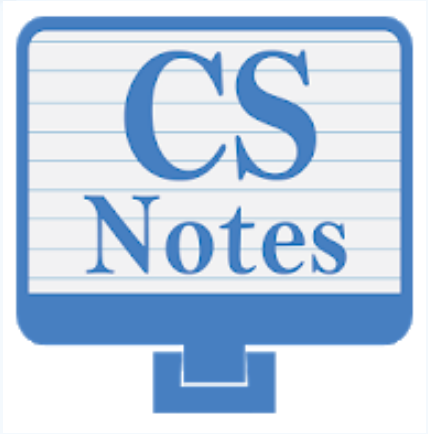
Project Management

PM Practitioner

- Skills: reasoning, logic, time management, budgeting
- App (low-end graphics)

Math Master

- A more enjoyable, game format designed for project management (PM) students and professionals
- App contains practice quizzes for the PM knowledge areas (practice and theory)
- Has an amateur (no time limit to answer) and professional level (55 sec. timer)
- Instructor would use to support the project process and applied practice during the semester



CS Notes

- Provides insight into all computer science topics
- Very basic App, with no frills
- Instructors can use this App to support general instruction, acting as cliff notes for novice students.
- Expert students can use as a tool for review

- Skills: reasoning, logic, critical thinking
- App

Computer science crossword puzzle

- Uses the well-known crossword word puzzle for computer science geeks to learn experiments and theories
- Provides famous, and not so famous, saying from the computer science world as hints
- Instructors can use this as a tool to support the more theoretical aspects of CS
- Instructors can reward students who complete the puzzle (likely only a few)

- Skills: reasoning, critical thinking, word-definition connections
- App

- Skills: reasoning, logic, language, social skills
- App

Learn Japanese, Korean, Chinese Offline & Free

- 2018 Excellence Award winner
- Designed for novice learners outside of Asia
- Contains interactive lessons and review exercises for training to read, listen, speak, and write
- Instructor can use to support language learning in the classroom and provide quizzes in a timed setting

Reflection

In my research, I discovered the difficulty in finding educational games that were more than entertainment. However, those I discovered could be used to provide support for general concepts in the classroom to provide a more engaging way for students to see and learn definitions, and, for some, practice and apply knowledge

The parlor games provided the most decision-making activities and strategy, while the role-play games provided good application of concepts and improved reading comprehension. The mind games provided more rote learning than the others, but included quizzes that allowed students to practice.

Reflection (contd.)

The games for my areas, computer science/project management, were much more "dry" and less interactive than the other categories of games. I believe there are ways to make games that are more enjoyable for technical areas, but the seriousness of the topics likely get in the way.

PM Practitioner is an excellent knowledge bank for those who want to be project managers and CS notes provided the same for computer scientists. The computer science crossword puzzle provided a little more entertainment for those who like those types of word-play.

Reflection (contd.)

I added the language App because I believe all students, and individuals, should be exposed to a different language, whether foreign or programming-related (and it was cute).

I wanted to add the town-building games Tribez and Township to the list of games (excluded in this presentation), because I believe they allow individuals the ability to have fun and use critical thinking skills. I did not include them because I thought the included games more relevant to our class discussion.

Resources

Google Play!

Wikipedia

AppEdReview

El Fin