

CTE Workshop on E-Games – URLs & References
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Educause: Games for Higher Education

<http://www.educause.edu/EDUCAUSE+Review/EDUCAUSEReviewMagazineVolume43/GamesforHigherEducation2008/163066>

JISC: Learning in Immersive Worlds

http://www.jisc.ac.uk/media/documents/programmes/elearninginnovation/gamingreport_v3.pdf

Pew Internet and American Life Project: Teens, Video Games, and Civics

<http://www.pewinternet.org/Reports/2008/Teens-Video-Games-and-Civics.aspx>

Penn State

Rationale: <http://gaming.psu.edu/GamesRationale>

main site: <http://gaming.psu.edu/>

flash games: <http://gaming.psu.edu/library/>

projects (EGC Engagement Initiatives & Podcasts): <http://gaming.psu.edu/Projects>

Interdisciplinary Visual Studio: B. Des. In IDS:

http://www.sova.psu.edu/interdisciplinary_digital_studio_ids/interdisciplinary_digital_studio_ids

MFA in New Media:

http://www.sova.psu.edu/academics/studio_art/new_media/new_media

Indiana University

Quest Atlantis Theoretical Framework

<http://atlantis.crlt.indiana.edu/site/view/Researchers>

<http://atlantis.crlt.indiana.edu/site/view/Educators>

<http://atlantis.crlt.indiana.edu/site/view/Questers>

http://inkido.indiana.edu/barab_we/

Gaming in Education @ IU

<http://www.iub.edu/videos/Gaming-in-Education.shtml>

University of New Mexico : Mentira

write-up: <http://www.unm.edu/~market/cgi-bin/archives/004442.html>

Spanish/Portugese language dept: <http://www.unm.edu/~spanport/>

University of Wisconsin, Madison

Games Learning Society: <http://www.gameslearningsociety.org/>

Epistemic Games: <http://epistemicgames.org/eg/>

Filament Games: <http://www.filamentgames.com/projects>

MIT

Education Arcade: <http://www.educationarcade.org/>

Projects: <http://www.educationarcade.org/projects/>

Scratch game authoring tool: <http://scratch.mit.edu/>

Gaming in the News

World of Warcraft Video Game Succeeds in School: (Steinkuehler 2008)

<http://www.livescience.com/technology/081003-school-games.html>

WoWinSchool – Supporting Research:

<http://wowinschool.pbworks.com/Supporting-Research>

PBS Frontline: digital nation: learning: games that teach: video games 101:

<http://www.pbs.org/wgbh/pages/frontline/digitalnation/learning/games-that-teach/video-games-101.html>

Global Conflicts Series

<http://www.globalconflicts.eu/>

Peacemaker: Play the News, Solve the Puzzle

<http://www.peacemakergame.com/>

By: Impact Games: <http://www.impactgames.com/>

Alternate Reality Games

Evoke : Alternate Reality Game: <http://www.urgentevoke.com/>

MIT Mass Extinction ARG: <http://web.mit.edu/newsoffice/2010/cfcm-game.html>

World Without Oil: <http://www.worldwithouthoil.org>

Educause: 7 things you should know about Alternate Reality Games:

<http://www.educause.edu/ELI/7ThingsYouShouldKnowAboutAlter/163614>

Wikipedia's ARG entry: http://en.wikipedia.org/wiki/Alternate_reality_game

ARIS Games ARG tool for iTouch: from UW Madison: <http://www.arisgames.org>

References

Alexander, B. (July/August 2008) Games for Higher Education: 2008. EDUCAUSE Review **43**.

Bonwell, C. C. and J. A. Eison (1991). Active Learning: Creating Excitement in the Classroom. ERIC Digest. E. C. o. H. Education. Washington D.C. **1991-09-00**.

Bruner, J. (1966). Toward a theory of instruction. Cambridge, MA, Harvard University Press.

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Educause (2009). "7 things you should know about...Alternate Reality Games." Educause website. Retrieved ELI7045, January, from <http://www.educause.edu/ELI/7ThingsYouShouldKnowAboutAlter/163614>.

Lave, J. W., Etienne (1991). Situated learning: Legitimate peripheral participation, Cambridge University Press.

Lenhart, K., Middaugh et al (2008). Teens, Video Games, and Civics: 76, Pew Internet and American Life Project.

Steinkuehler, C. D., Sean (2008). "Scientific Habits of Mind in Virtual Worlds." Journal of Science Education and Technology **17**(6): 10.

Vygotsky, L. S. (1978). Mind in society: The development of higher psychological processes. Cambridge, MA, Harvard University Press.

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