Title:
DEEP DIVE: Principles of Game-Based Learning

Keywords:
Education Innovations, Game-based Learning and Instructional Design

Description/Overview:
Curious about game-based learning? In this session (part 1 of 3) we will separate myth from best practice and describe what gamification is (and is not) and why should it matter to us in nursing education practice. We will explore the evidence, educational theory, and best practices that support good design of game-based learning; explore selected educational research on gamification and game-based learning; and highlight issues, trends, and challenges with game-based learning (e.g., gaming addiction, cost, learning outcomes/quality, how to spot poorly designed learning games).

References:
- Bloom, B. S. (1984). The two sigma problem: The search for methods of group instruction as effective as one to one tutoring. Educational Researcher, 13(6), 4-16.

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