

## OLTD 508 Reflection of Evidence #1- Game Based Learning

For my first piece of evidence in OLTD 508, I have chosen my third assignment on Game Based Learning. This assignment requirements where to choose 3 of Gee's learning principles : Good learning and games and describe them as well as relate them to my experience in teaching and learning beliefs. We were also to define 5 GBL terms, Gamification, Game Based Learning, Serious Game, simulation and Commercial Off the Shelf game(COTS), adding an explanation with examples and images for each term.

The 2 OLTD program outcomes which I feel were addressed in assignment 3 were : be familiar with common terms, definitions and elements related to mobile learning technologies and Game Based Learning/gaming environments; and plan learning opportunities most suitable to the strengths and challenges of a variety of mobile learning and gaming environments. The infographic I chose had images and print that resembled a video game with pixel elements. By researching the topic of GBL, I recognized that there were many components to game design. Gee's principles allowed me to look into my own teaching and reflect on how and when I use gaming with my students. I realized that gaming didn't always mean technology. Allowing students to play crib in math and scrabble in language arts makes learning fun. Having students play games increases motivation and engagement. Giving them choices and challenges when learning is important. Games offer that.

Reflecting on the course outcomes made me understand the importance of offering different learning opportunities to my students. As a parent and a teacher, I am aware of what kids like to do when they are not at school. They do a variety of activities which they choose and enjoy. No matter the age, some types of games, digital or not, are part of what they do. I need to make sure I use these interests in my classroom. Over my many years in education, I've been a second language teacher. When I first started, I created many games for students to learn vocabulary. Now, I'm still using game based learning for learning content and skill building with my students. I've also added mobile games to learn math skills and digital citizenship. Games are part of my everyday and I now understand, even more, the importance of games in the classroom.