



**Software & Information
Industry Association**
BUILDING THE DIGITAL ECONOMY

***Can Games and Simulations Reach AND Teach
the 21st Century Student***

Friday, January 26, 2007

12:30 – 1:25 pm

Orange County Convention Center - Room S330G



Panel

Moderator:

- **Karen Billings, VP, Education Division, SIIA**

Panelists:

- **Ntiedo Etuk, CEO, Tabula Digita**
- **Sharon Sloane, CEO, WILL Interactive Inc**
- **Celine Azoulay-Levin, Instructional Technology Specialist, Region 7, NYC Dept of Ed, NY**
- **Karen Kriebel, Ph.D. Former History Teacher, Out-of-Door Academy, Sarasota, FL**

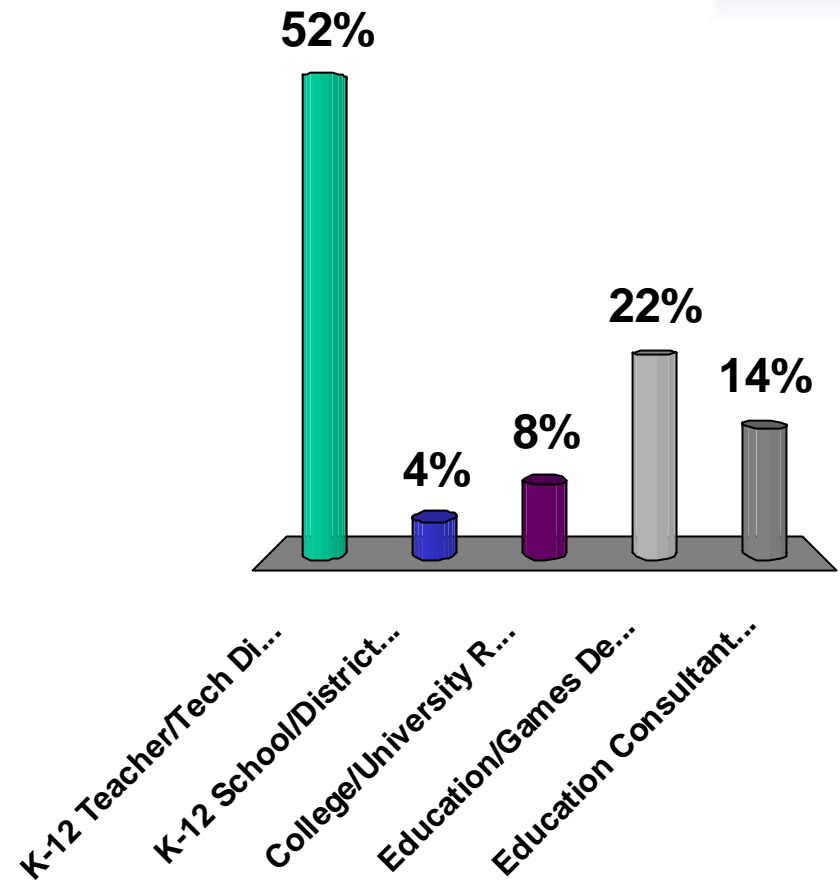
Purpose of FETC Session

- **To provide a forum for exchange of ideas and information between educators and game developers and publishers**
- **To get a perspective on using games and simulations in the classroom from**
 - **FETC audience**
 - **Educators and publishers on panel**
- **To provide information on using educational games and simulations**

Who is in our Audience?

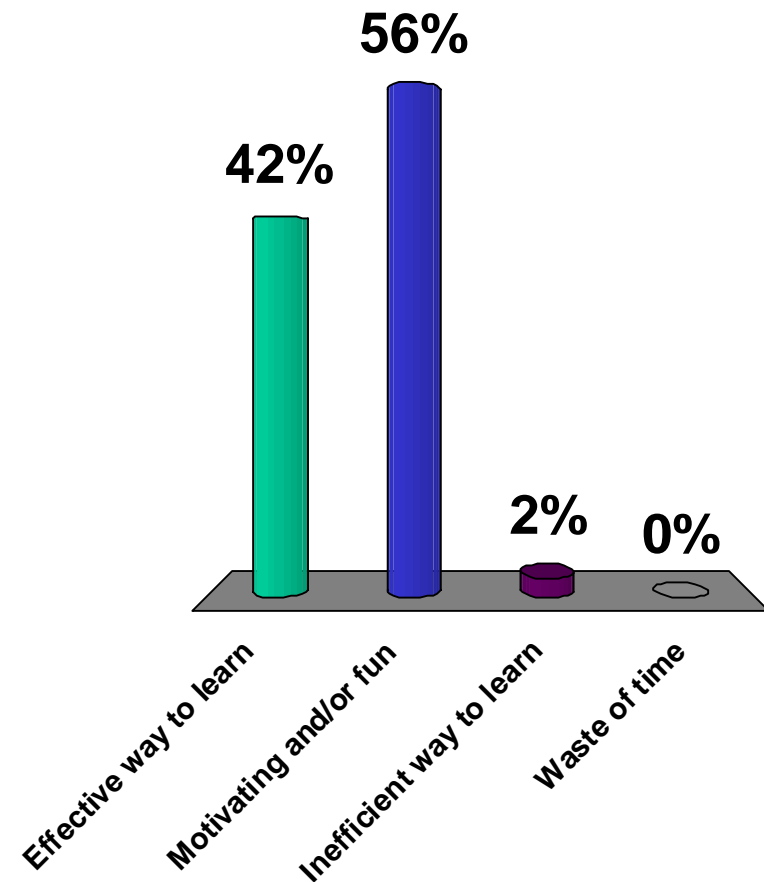
Which title best describes you?

1. K-12 Teacher/Tech Director/Leader
2. K-12 School/District Administrator
3. College/University Representative
4. Education/Games Developer
5. Education Consultant, Association, Press



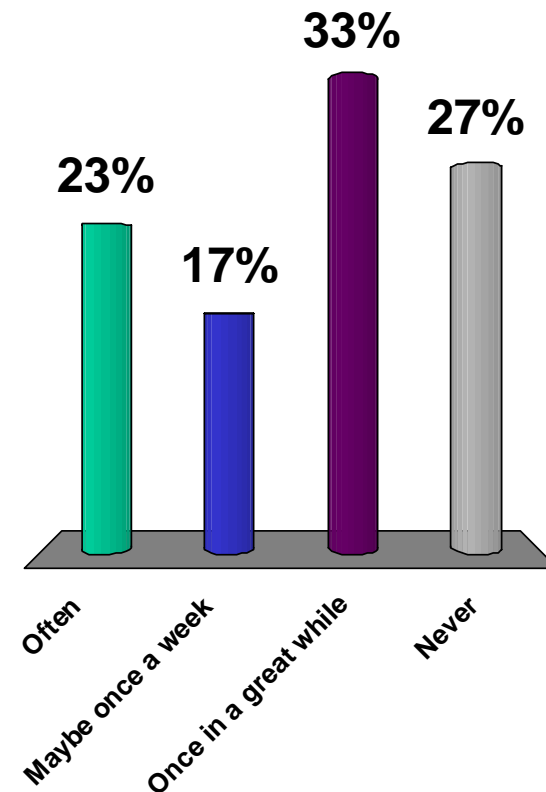
What comes to mind when someone mentions using computer or Internet-based games and simulations with K-12 students?

1. Effective way to learn
2. Motivating and/or fun
3. Inefficient way to learn
4. Waste of time



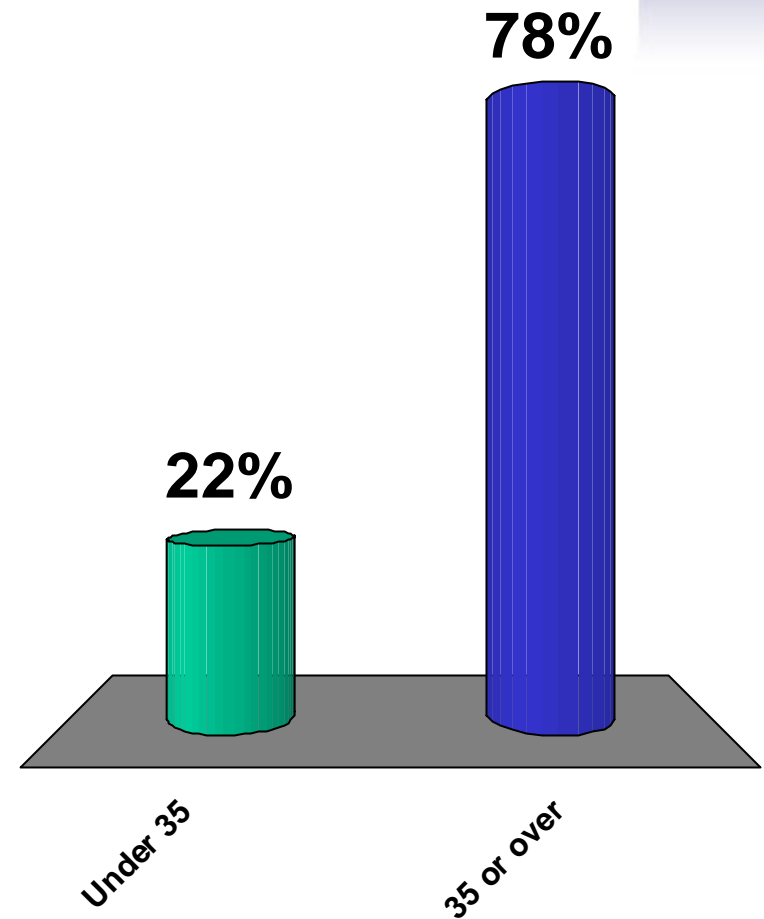
Do you personally play computer or Internet-based game or simulations?

1. Often
2. Maybe once a week
3. Once in a great while
4. Never



What is your age range?

1. Under 35
2. 35 or over



Some Interesting Facts

- **145 million video game players (~ 50% of Americans)**
- **38% are women**
- **The average age of a game player is 33 years old**
 - **Most graduating teachers are of the game-playing age**
- **31% are under 18**
 - **45 million of 53 million K-12 students are gamers or ~ 85%**
- **Gamers devote more than 3x the amount of time playing games each week than to exercising or playing sports, volunteering in the community, religious activities, creative endeavors, cultural activities, and reading.**

Questions for the Panel

Why are computer simulations and games so appealing to students?

Why are computer games and simulations such effective teaching tools?



Why do Games Work?

It's more than "because kids like them".

What aspects of how students learn are activated through game play?

What can games accomplish that the classroom teacher alone can't?

Questions for the Panel

What aspects of learning are most amenable to approaches offered by games/simulations?



Questions for the Panel

What does your experience say about the effectiveness of using games and simulations in the classroom?

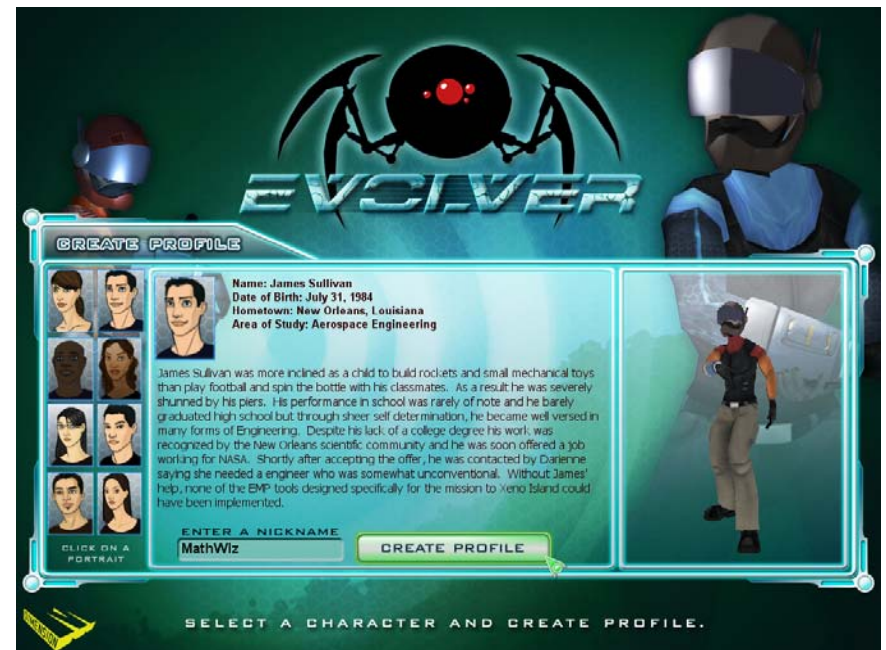
What does the research say?

What we found

- Test scores often increase, especially among poorly performing students.
- Student motivation increases.
- Can teach higher order thinking skills such as strategic thinking and problem solving.
- Students often seek additional knowledge in order to improve their performance.

Questions for the Panel

What kinds of changes are being made to take advantage of education games and simulations?



Questions for the Educators

How do you use games to meet
your educational goals?

and/or

When do you use games in the
classroom?

Question for the Publishers

What are the development issues that you encounter?

What implementation support do you offer when the schools start to use your games/simulations?

One Last Panel Question

What's on the horizon?

Educators: What do you want to buy?

Publishers: What are you developing?

Q&A

Questions from the audience Responses from panelists

Let the blufs
continue...

Mako sharks can jump twenty feet into the air.

33% = fooled

no way!

way!

And the
answer is...

You're right: The longfin mako shark can launch itself out of the water, reaching heights up to twenty feet. The Mako can also swim at over 22 miles per hour (35 kph).

email bluf to: 

[link](#) | [embed](#)

164 = your score

[claim score](#) | [reset game](#)

Further Information

See Handout of SIIA List of References and Resources

www.sii.net/education

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