Assessment? #%&!

Why Traditional Assessment Takes the Fun out of Game Design

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An ideal assessment should provide **valid, reliable, and actionable information** about students’ learning and growth that allows teachers, students, administrators, and parents to utilize the information in meaningful ways.

Courtesy of Val Shute, GLA Workshop Synthesis Report
Reality of Traditional Assessment

- Validity issues
  - Measurements not made in meaningful contexts
- Not keeping pace with needs of a complex world
  - No measurement of 21st century skills: problem solving, creative, critical, collaborative and systemic thinking
- Rarely influences instruction or learning
  - Measurement at single point in time
  - No diagnostics, support for deeper learning

Courtesy of Val Shute, GLA Workshop Synthesis Report
Manipulate the ruler to match my height.

1 \times 2 = 2
2 \times 2 = 4
Yes, and ...
KnowHow2GO

the 4 steps to college

SAT Game for Dummies

Play your way to a better SAT score
CHARACTER
MISUNDERSTOOD ARTIST

YOUR WORK SPEAKS FOR ITSELF, REGARDLESS OF THE MEDIUM. FOR YOU, ART IS MORE THAN A HOBBY, IT IS A FORM OF EXPRESSION.

YOU CAN USE FINE ARTS CARDS IN PLACE OF ACADEMICS CARDS.

FAMILY FINANCES
$

SINGLE PARENT HOUSEHOLD, LESS THAN $20,000 A YEAR

PRODUCTIVITY
FOCUSED!

YOU'RE GETTING STUFF DONE, CHECKING IT OFF THE LIST.

FAMILY FINANCES
$$$

TWO PARENT HOUSEHOLD, LESS THAN $60,000 A YEAR

PRODUCTIVITY
COMPUTER CRASH!

YOUR FAMILY COMPUTER CRASHED THIS WEEK AND YOU LOST IMPORTANT FILES.

TAKE 3 ACTIONS

TAKE 6 ACTIONS

CHARACTER
SUPER JOCK

YOU'RE THE PERSON WHO SHINES IN ANY ATHLETIC ENDEAVOR. ANY SEASON, ANY POSITION, YOU MAKE A NAME FOR YOURSELF.

YOU CAN USE ATHLETICS CARDS IN PLACE OF ACADEMICS CARDS.
COLLEGE FAIR

COLLEGE FAIRS ARE A GREAT WAY TO LEARN ABOUT DIFFERENT COLLEGES AND TO QUESTION ADMISSIONS OFFICERS.

REQUIREMENTS

APPLICATION ENVELOPE

TIP: YOU REALLY SHOULD GO.
Game designers

Game user researchers

Educators

Learning assessment experts
Games User Researcher
(Dennis Wixon)

Designers
(Jenova Chen)

Learning
(Jim Gee)
The process: break out groups

- Literacy
- Pre-algebra and Refractions
- Balanced Assessment
- College Knowledge as a Collective Endeavor
- Civics and the Skills of Public Participation
- Systems Thinking
- Creativity
- Digital Literacy
- Choicelets
The process: exit interviews

"Games are a game-changer for learning ...and ESPECIALLY for assessment!"

“Game design should be required background for anyone seeking to be involved in education. “

“Good game design requires thinking from many different perspectives.”

“As a k12 person, I was knocked out by how productive the game-based conversations were. A real problem-solving enterprise!”
We are searching for some kind of harmony between two intangibles: a form which we have not yet designed and a context which we cannot properly describe.

Christopher Alexander,

*Notes on the Synthesis of Form*
Thank you!