

MIT 595: GAMES, SIMULATIONS, & VIRTUAL WORLDS

Instructional Technology, University of North Carolina Wilmington

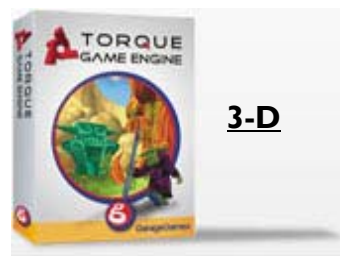
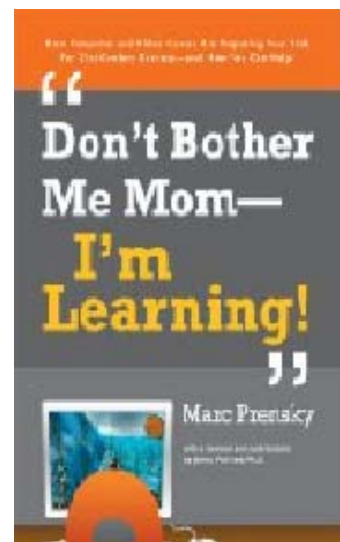
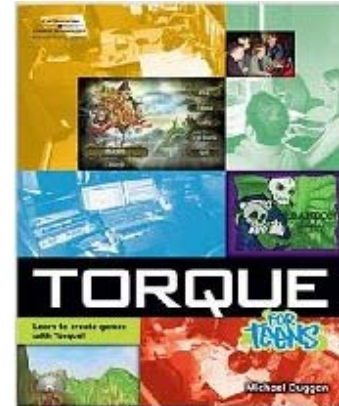
INTERESTED IN LEARNING FROM 3D GAMES?

Course Description

Topics include the characteristics and terminology of games, simulations and virtual worlds; development life cycles; design principles; evaluation; and an emphasis on connecting principles of learning to the design games, simulations and virtual worlds. Students practice these concepts in several assignments. The course culminates with teams creating a functional prototype.

Learning Outcomes

- Describe key characteristics of games, simulations and virtual worlds
- Describe the various interface features found on games, including sprites, avatars, and custom control panels
- Describe the stages and deliverables in the game development life-cycle and create some of these deliverables
- Identify the key characteristics of games
- Generate design specifications for an educational game or simulation
- Create story boards to illustrate the game concepts
- Develop a game evaluation rubric that can be used to evaluate any education game or simulation
- Evaluate two educational games or simulations
- Create virtual replica of a real-world object
- Create an animation of a real-world object
- Log into Second Life and host a discussion about the technology
- Navigate and use the existing Torque Game environment
- Use the Torque Game Engine to model a 3D world
- Perform game testing for quality assurance
- Write a book review according to APA standards on an educational gaming textbook
- Lead a 15-minute discussion on their textbook review to the class
- Optionally submit their book review to the International Journal of Gaming and Computer-Mediated Simulations.



For More Information
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