

# Discussion\_Session

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## 1 General Discussion Session

Questions for the main discussion session (with focus on history education):

- **How to embed board-games/computer-games into the curriculum and classroom?** Reflect on experiences with class-room usage of games, and formulate usage scenarios for specific learning domains (preferably history-related) and target audiences. [link talks]
- **The potential and limitations of computer-games, beyond current teaching tools ("interactive history", "story-living experience")?** Start from our vision statement regarding "interactive history" (or "story-living experience") and identify key benefits of using game-based interaction, as opposed to other approaches to active learning. [Perla/Grady article]
- **Bridging cultural gaps between the learning domain and technology domain (social vs technical sciences).** Sketch the main statement in Snow's paper, on the gap of "two cultures: social and technical sciences" and the balance between accuracy and simplicity in game design and implementation. Discuss ideas for bridging this gap, to make games accessible but still feature- and content-rich. [Snow paper]
- **Describe teaching using the serious games mechanics described by Alvarez et al and match this with classification of games to identify similarities.** [Alvarez paper]