

The Current State of Digital Game-based Learning

Session Panelists



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Session Overview

Digital game-based learning (DGBL) is a powerful tool in K-12 education that can have a statistically significant impact on student achievement and attitude towards learning. In this discussion, our diverse panel of experts including current and former K-12 educators and a notable researcher at a large, public university will discuss the current state of DGBL including trends in use and adoption (pre-and post-pandemic) as well as opportunities to improve DGBL integration.

Learner Outcomes

Outcome 1:

Participants will learn about the state of DGBL, such as adoption trends and use levels before, during, and after the COVID-19 pandemic.

Outcome 2:

Participants will learn about the effective implementation of DGBL tools in the K-12 classroom based on educators' experiences.

Outcome 3:

Participants will learn about opportunities to improve the integration of digital games in the K-12 classroom.

Key Takeaways

DGBL: 2018 to Present Day

- Before COVID: Demand for high-quality DGBL tools was rapidly rising, as was adoption, use, and research.
- During COVID: Nearly overnight, demand skyrocketed for high-quality DGBL tools that could be used by students remotely.
- Post-COVID: The future is bright for DGBL, especially as it pertains to impact, access, and design.

Effective DGBL Implementation

- Professional Development: Meaningful learning opportunities that match teachers' real-world duties is a must.
- Standards Alignment: Teachers should help students engage in “purposeful play” that is aligned with appropriate learning standards.
- Educator Collaboration: Teachers can collaborate with one another to work towards outcomes that can increase success.
- Expectation Setting: Students need to know what is expected of them by their teacher when using DGBL tools.

Improving DGBL Integration

- Reduce Barriers to Access: How can we increase access to world-class DGBL tools?
- Create a Safe Environment: What steps can DGBL publishers take to increase online safety?
- Provide Actionable Data: How can learning data from DGBL tools become more accessible and impactful?

Supporting Research

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