What hinders GBL in Engineering HigherEd?
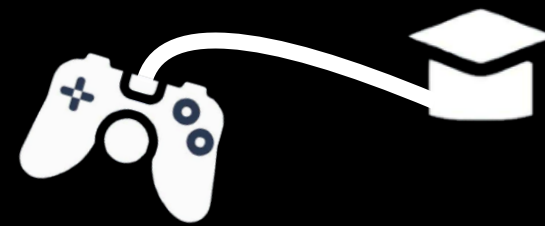
Academics

Engineering can be too complex to fit in a game

Need artistic academics…

GBL

Academics lack the know-how of creating digital games
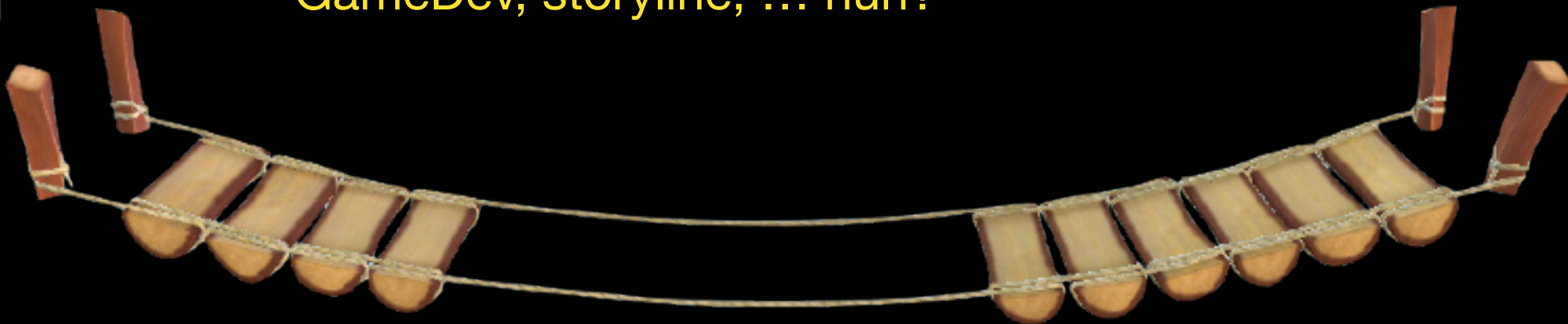
GameDev, storyline, … huh?

One generic GBL solution is likely unable to meet needs of different academics

No one size fits all!

Current virtual labs mostly address basic engineering concepts

Pendulum swing versus Thermodynamics

GBL: From Ideation To Realisation

Feedback

1. Course Review

2. Will GBL help?

3. Software Design Specification

AGILE

4. Software Development

Features

5. Deploy and Measure

Engagement in Learning