Request #: 620 - ITLS - Thesis

Game-based Learning

Victoria Terry [A02013305] - Masters Student (w/Ramy Shaaban)

October 16, 2022

Background

For my project, I plan to explore whether or not the gaming experience puts certain kids at an advantage when it comes to game-based learning.

Sample

I plan to collect survey samples.

Hypothesis

I think that past game experience will give certain kids an advantage over others.

Progress

I have begun work on Chapter 1, but have not received approval yet on my project.

Request

help with knowing what methodology would be best for my project.

Timeline

Recieve project approval by November 30 Begin project survey Jan. 2023 Write up Results Feb 2023 revise and resubmit March 2023