Daniel Portillo

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Stephen Johnson

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Homework Assignment 2: Computation and the World

I am pursuing a vocation in the engineering and am there for focused on production and efficiency but I am also passionate about education. I believe a strong education is the key to a high functioning society. So, as computers become more and more accessible across the globe it will become more important to utilize them in creative forms of education. In particular, I think that video games provide a fantastic platform for learning especially for young children. video games hold a broad and diverse audience while remaining extremely flexible for use in most subjects. Games also have the potential for more efficient co-operative learning and could have unified learning objectives while lending a level of customization to the teacher to tailor the lesson plan to their class.

I am somewhat agnostic about my faith but have chosen to put my faith in the people that I respect most in my life. I have learned many lessons from both atheists and Christians but what a lot of them have in common is a consciousness about the legacy we leave behind. I see humans as stewards of the earth and a big part of the legacy we leave behind is the earth which we have changed. It is therefore our responsibility to care for the earth, however, if the general population is not properly educated on the basic issues of the world and the mechanics that drive them positive change is hopeless. I believe that more effective modes of education need to be explored in order to challenge students and not just throw information at them but teach them how to learn.

One example of education software would be a version of the Kerbal Space Program, a video game that allows you to simulate missions to space, that would as the students to solve problems that are vital to the mission. The best part of this approach is that it would be entirely scalable, for elementary school students could be prompted to do simple addition and subtraction to calculate the trips total distance or fuel needed. In high school students could use introductory physics and calculus to calculate launch paths and entrance velocities. These lessons plans would teach adaptive problem solving skills