

## GAMES AND TYPE OF KNOWLEDGE

Type of Knowledge	Definition	Instructional Strategies	Elements	Activities/Types of Games/Simulations
Declarative Knowledge	An association between two or more objects, typically facts, jargon, and acronyms. Content that must be memorized.	Elaboration Organizing Association Repetition	Stories/Narrative Sorting Matching Replayability	Matching Collecting
Conceptual Knowledge	A grouping of similar or related ideas, events, or objects that have a common attribute or a set of common attributes.	Metaphoric devices Examples and non-examples Attribute classification	Matching and sorting Experiencing the concept	Matching games
Rules-Based Knowledge	A statement that expresses the relationships between concepts. Rules provide parameters dictating a preferred behavior with predictable results.	Provide examples Role play	Experience consequences	Board games Simulated work tasks
Procedural Knowledge	A series of steps that must be followed in a particular order to reach a specific	Start with the big picture Teach “how” and “why”	Software challenges Practice	Software scenarios Equipment simulations

	outcome. Step-by-step instructions for performing a task.			
Soft Skills	Non-sequential guidelines for dealing with social interactions. These include negation skills, leadership skills, and selling skills.	Analogies Role playing	Social Simulator	Leadership simulations
Affective Knowledge	Knowledge about attitudes, interest, values, beliefs, and emotions.	Encourage participation  Believing success is possible  Celebrity endorsement	Immersion  Providing success  Encouragement from celebrity-type figures	Helping games
Psychomotor Domain	The intersection of physical skills and cognitive knowledge.	Observe  Practice	Demonstration  Haptic Devices	Virtual Surgery Simulator