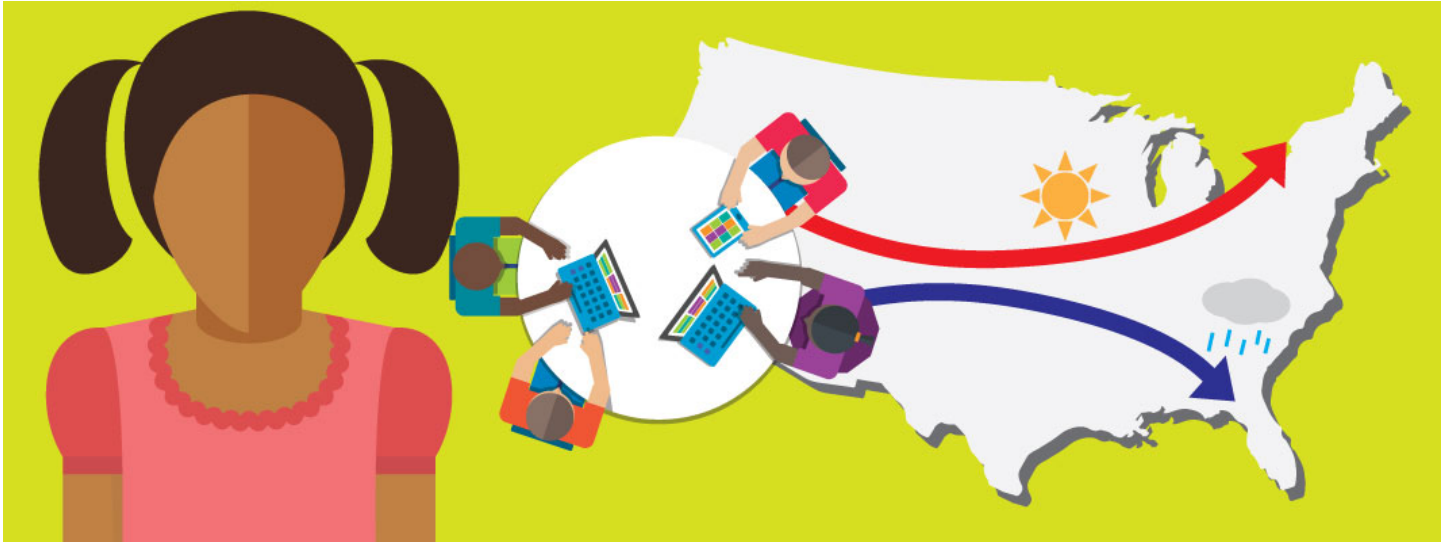# Session 8 Overview: Technology Supporting Engagement - Games

In Session 8, we'll explore technologies used for engaging students in the learning process through different means: game-based learning, social interaction and collaboration, and more.

Preparation for this session

Please complete the following before class begins this week.

Read:

1. Squire, K. (2011). Video Games and Learning: Teaching and Participatory Culture in the Digital Age. NY: Teachers College Press. Read chapters 2, 3, 9, and 10. Link to file: 1. Image PDF - Not accessible to screen readers: **https://ilearn.sfsu.edu/ay2122/pluginfile.php/923934/mod_label/intro/Squire2011_Video_Games_Education_Ch_1-2-3-9-10.pdf (https://sfsu.instructure.com/courses/19004/files/1197571/download?wrap=1) (https://sfsu.instructure.com/courses/19004/files/1197571/download)** 2. Accessible PDF (98% accurate): **https://ilearn.sfsu.edu/ay2122/pluginfile.php/923934/mod_label/intro/Accessible-Squire2011_Video_Games_Education_Ch_1-2-3-9-10.pdf (https://sfsu.instructure.com/courses/19004/files/1197545/download?wrap=1) (https://sfsu.instructure.com/courses/19004/files/1197545/download)**

   - Chapter 2 - Ideological Worlds: What Makes a "Good" Educational Game? (pp 19-39)
   - Chapter 3 - Teaching with Games: Learning Through Play (pp 40-60)
   - Chapter 9 - Games Go to School: Situated Learning, Adaptable Curricula (pp 182-212)
   - Chapter 10 - The Future of Games for Learning (pp 213-227)

Watch:

1. This video shows what can happen when "failure" while trying to accomplish something (like learning to code) is not treated as a failure, but rather as a path toward success: The Super Mario Effect - Tricking your Brain into Learning More - Mark Rober **https://www.youtube.com/watch?v=9vJRopau0g0 (https://www.youtube.com/watch?v=9vJRopau0g0)** (15:08 min)

Do:

1. What have been your most engaging learning experiences? How have technology-supporting games and gamelike elements been involved in these situations?