Building a Social Learning Experience

* Adding community involvement to learning tools increase student interest and involvement with learning tools.
* Learning Tools = CSDTs and BOTS(possibly) & other serious games
* Briefly describe social aspects we added to BeadLoom Game, Dance Tool, and BOTS
* Custom Puzzles, Leaderboards, Rating, Messaging, Custom Puzzle Reviews built in to make a social environment
* Student activity outside of camp hours
* Describe collection of data for preference of VBL vs. BeadLoomGame before and after introduction of social aspects
  + Make chart for each
* Describe moves as metric for use outside the summer camps; to be used to measure effort
  + e.g. show pic, and explain moves taken to complete