In this issue

Research Spotlights

Learning Game Design Characteristics through the Study of Flow and the Elemental Tetrad in the World of Warcraft & Minecraft.

By Dr. Quiana Bradshaw, DCS
qbradshaw@grantham.edu

Educational games offer compelling opportunities for education, yet curriculum designers are not good at game design. Educational games are often not fun, yet commercial games are designed to enhance engagement, to involve the senses and to capture the imagination of players. Certain models exists that may contribute to addressing the problem. Can we learn new information about learning game design from the study of successful commercial games? There is no validated model seems to define the characteristics and requirements for designing engaging and successful educational games. The characteristics for learning game design may seem mysterious and uncertain to curriculum designers.

This research focuses on contributing to the validation of the Jesse Schell's Elemental Tetrad Model (2008) and examines the mental states noted in the Flow Model by Mihalyi Csikszentmihalyi (2008). My research focuses on focuses on contributing to the validation of the Jesse Schell's Elemental Tetrad Model (2008) and examines the mental states noted in the Flow Model by Mihalyi Csikszentmihalyi (2008).

The research design features four phases that

1) Analyzes the intersections between the two models

2) Examines the construct validity of Schell's model and whether Flow matters to game and learning game design

3) Analyzes the quantitative ratings by experts and gamers, and

4) Proposes additional characteristics of interest to learning game design

This research studies popular commercial game in the context of the Flow model and the Elemental Tetrad Game Design model to identify the characteristics that is important to learning game design.

References:

Csikszentmihalyi, M. (2008) Flow: *The psychology of optimal experience*. New York, New York: Harper-Collins Publishers, Inc.

Schell, J. (2008). The Art of Game Design: A Book of Lenses, 2008, Burlington, MA: Elsevier. Retrieved April 23, 2013 from http://www.sfu.ca/~lws2/summercamp/Art_Game_Design.pdf

About the Author

Quiana Bradshaw specializes in game-based learning, virtual world simulations, and computer science. Dr. Bradshaw has joined Grantham University full-time as the computer science foundation's faculty. She received her Doctorate of Computer Science with a concentration in emerging media at Colorado Technical University and was noted making a significant contribution to the field. Connect with her on twitter @DrQuianaBrad.
http://www.slideshare.net/Techgirl77/bradshaw-quianalearning-game-design-characteristics