



Digital Media + Learning Conference

October 4-6, 2017 @ UC Irvine

Email: dmlhub@hri.uci.edu

Designing Learning Games - an XCD Approach

Our work in designing learning games has evolved into a framework of design principles for what we call “Resonant Games”—games that are designed for the whole learner as well as communities of learning, emphasizes and leverages the social nature of play and learning, and supports the intersection of knowledge, skills and practices in society. At the heart of this design approach is a process called “XCD”—a simplified version of “evidence centered design” that is meant to be practical and create a coherent foundation for a learning game design that aligns learning goals, experiences, and evidence of learning. Together, these offer a learning game design approach and practice to create powerful and engaging learning game experiences.

In this workshop we’ll introduce this framework and process, and take participants through a paper prototyping process to design their own games. As a result of participating in this workshop, learners will:

- Understand the design philosophy for Resonant Game design, and a brief overview of the research supporting it.
- Understand the XCD design process, and its history of use in learning game design.
- Understand these design principles and how they are used in the game design process
- Be able to apply them in a game design process

No specific technology or platform is required. Most of the work will involve paper prototypes.



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Cost: \$50 | 9:30 – 12:30 | Wednesday, October 4, 2017

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Register online at dml2017.dmlhub.net