

Most Recent Study

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Our most recent work explores the use of games and simulations in K-12 environments. The basic principals and cognitive rational for the use of this technology is first explained based on a new generation of "players" and students accustomed to dynamic learning. With the physical infrastructure of computer technology in place, simulations and games, become a viable source for training and development and are extremely valuable in the engagement of learners both as individual and collective interaction. Implications for both policy and classroom use of video games is explored. Practical considerations for repurposing COTS (Commercial off the shelf) games for P-12 will be explored with direct correlation to national standards in content areas.