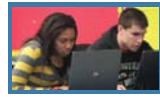


The Globaloria Learning Formula: Design Studio Based Learning



Self-Led Learning

Students and educators learn by doing. They learn through game design and manage their own creative learning process.
Learning by design.



Peer-to-Peer Learning

Students learn from other students, and educators learn from other educators (online and offline).
Learning by teaching.



Networked Participatory Public Archived Learning



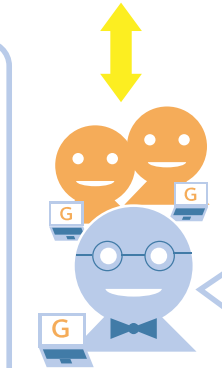
Expert-Guided Learning

Collaboration with experts happens on the Globaloria network. Professionals from around the country/world help inspire learning and help solve problems on demand.
Learning just-in-time.



Co-Learning

Students and educators learn together (online and offline). Educators are co-learners, instead of traditional didactic instructors.
Learning at the same time.



WorldWideWorkshop presents GLOBALORIA

INSPIRING AND EDUCATING A NEW GENERATION OF GAME MAKERS TO CHANGE THE WORLD WITH THEIR GAMES

Climate Game



Super Toaster

Design Team: Alliance of Super Tr33 Stumps
Genre: Action game
Location: Avondale, WV, Middle School

Health Game



Ultimate Lunch Tray!

Design Team: The Rethinkers
Genre: Action game
Location: New Orleans, LA, Summer Camp

A SOCIAL NETWORK FOR LEARNING GAME PRODUCTION

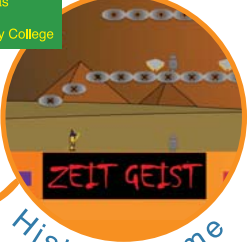
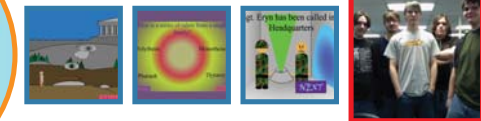


Design Team: Cosmic Energy
Genre: Puzzle game
Location: Elkins, WV, High School

Design Team: Five Experimental Ninjas
Genre: Platform game
Location: Huntington, WV, Community College



Anatomy Game



History Game

Developed in partnership with



Globaloria.org, a resourceful game-design platform for youth, is driving educational transformation and advancement of digital-media literacies, including game-media literacies, among students, educators, and policy makers. Globaloria is a first-of-its-kind social network for learning how to master game creation in Flash programming, with social media technology and Web2.0 applications such as Media Wiki, Blogger, Google tools, and WebEx video conferencing. Students focus their games on educational social issues in science, health, civics, news, environment, poverty, or peace.

www.WorldWideWorkshop.org

The Globaloria Platform: A Social Network for Learning Game Design



Resource Website: Library and Gallery

- 4 channels of 100+ resources to play, critique, modify and remix games
- Play: Games produced by students and experts
- Learn: Tutorials to learn Flash, HTML, Wiki and Blogging
- Explore: Web learning resources for educational and social issue games
- Exchange: Connections to other Globaloria communities and networks



Community Wiki: Collaborative Design Studio

- User gallery with participant profiles, assignments and games
- Course curriculum with 3 units (Getting Started, Game Design, Game Development) for creating games with a social purpose
- Student progress report tools
- Course management tools for educators



Community Blogs: Designer's Journal

- Student blogs
- Educator blogs
- Team blogs
- Staff blogs

10 Principles for Integrating Social Game Production into Education the Globaloria Way

- 1) Learn by creating functional and representational educational games.
- 2) Master complex subjects and social issues by constructing pedagogical games for others.
- 3) Work on open-ended and creative design tasks on topics of choice.
- 4) Learn in a transparent, collaborative studio setting where work is jointly constructed and shared.
- 5) Spend significant time on task by engaging daily in year-long, project-based learning.
- 6) Have ample opportunities for social expression and discussion about game projects.
- 7) Have ample time for self-learning and reflection about games, wikis, blogs, and presentations.
- 8) Use programming and computational design tools as primary constructs and modes of learning.
- 9) Utilize multiple modalities in the learning process (text, imagery, audio, video, simulation).
- 10) Learn alongside educators and from experts, on demand.

Sign up for our newsletter: www.WorldWideWorkshop.org/newsletter

The West Virginia Pilot: Growing a Gaming Culture in Public Schools

Demonstrating the Network Effect Over 5 Years

Game Design Pilot Year 1 (2007-08)	Game Design Pilot Year 2 (2008-09)	Game Design Pilot Year 3 (2009-10)	Game Design Pilot Year 4 (2010-11)	Game Design Pilot Year 5 (2011-12)
Participants	Participants	Participants	Participants	Participants
114	325	996	3,000	10,000
7 schools 8 groups 89 students 18 educators 7 principals 30 games	13 schools 24 groups 291 students 21 educators 13 principals 95 games	22 schools 53 groups 968 students 36 educators 22 principals 300 games	37 schools 120 groups 2,940 students 60 educators 37 principals 1,000 games	60 schools 300 groups 9,850 students 150 educators 60 principals 3,000 games

Assessing Game Media Literacy Development among Game Designers

Research is a significant component of Globaloria. We evaluate the cognitive, behavioral and affective impact of our game-making curriculum on students and educators in middle schools, high schools and colleges.

Fig. 1: Daily participation over 2 semesters resulted in higher quality games and concepts

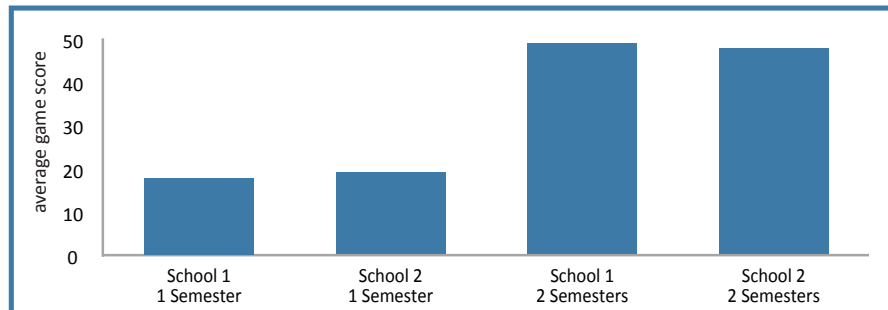


Fig. 2: More year 2 students created social issue games, and did so in teams

	Year 1 (Sem 1&2)	Year 2 (Sem 1&2)
Total Game Projects Created	30	95
Student Games by Focus		
Games on Traditional Educational Subjects	13(43%)	36(38%)
Games on Global and Social Issues	8(27%)	48(51%)
Entertainment Games	9(30%)	11(12%)
Individual vs. Team Games		
Total Games Made by a Team	17(57%)	51(54%)
Total Games Made by an Individual	13(43%)	44(46%)

See our research: www.WorldWideworkshop.org/reports