data, assessment, games, creativity

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what is hard about learning & assessment with big data in games?

what makes games valuable?
| games are defined by players’ ability to make choices that affect what they do and how they learn | kids create & reason about valuable, personal goals |
| games exist in time, actions are rarely linear, and they are sporadic | extremely rich data |
| much of the valuable work happens outside the game itself | understanding happens in context |
| games target skills & understandings, rarely facts | facts are concretized through understanding |
deep multimodal analytics dashboard
thank you!

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