

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

games exist in time, actions are
rarely linear, and they are sporadic

much of the valuable work happens
outside the game itself

games target skills &
understandings, rarely facts

kids create & reason
about valuable,
personal goals

extremely rich data

understanding
happens in context

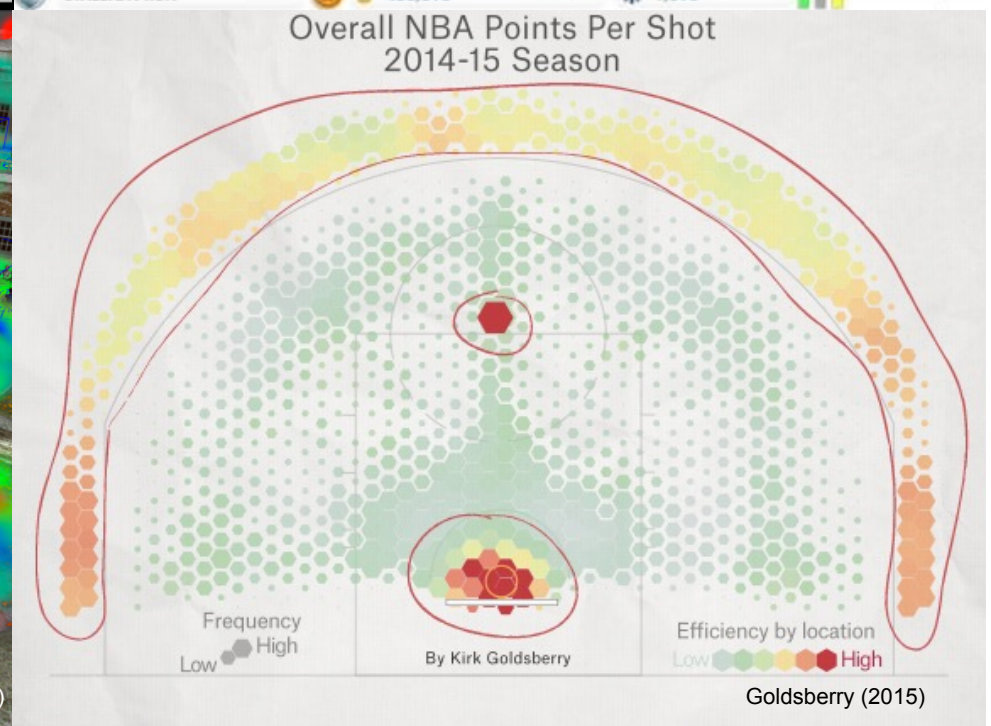
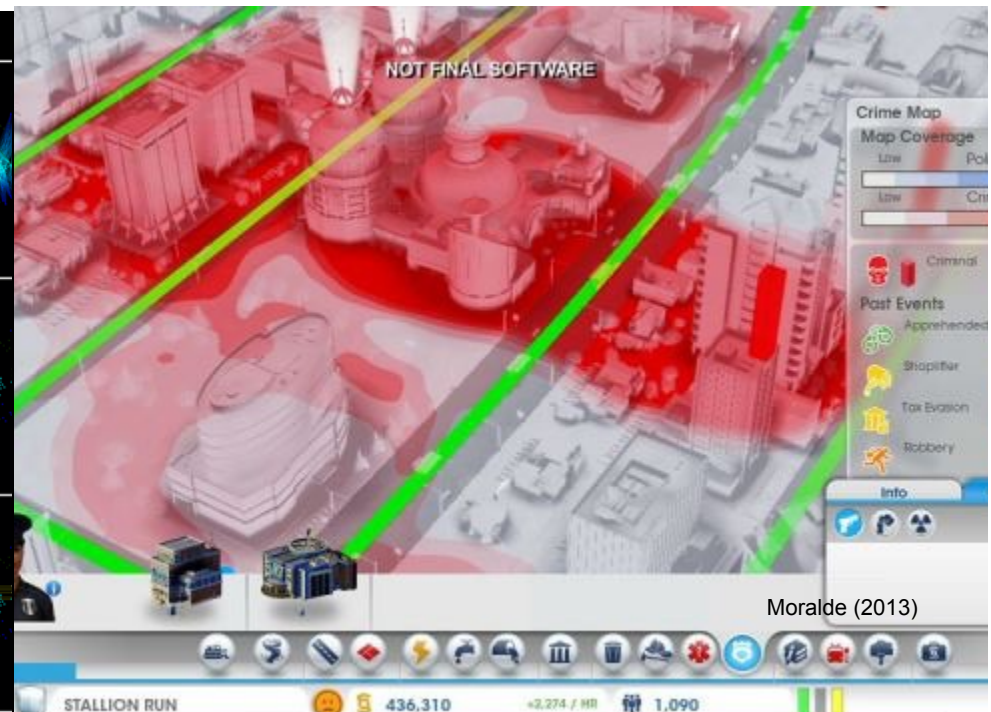
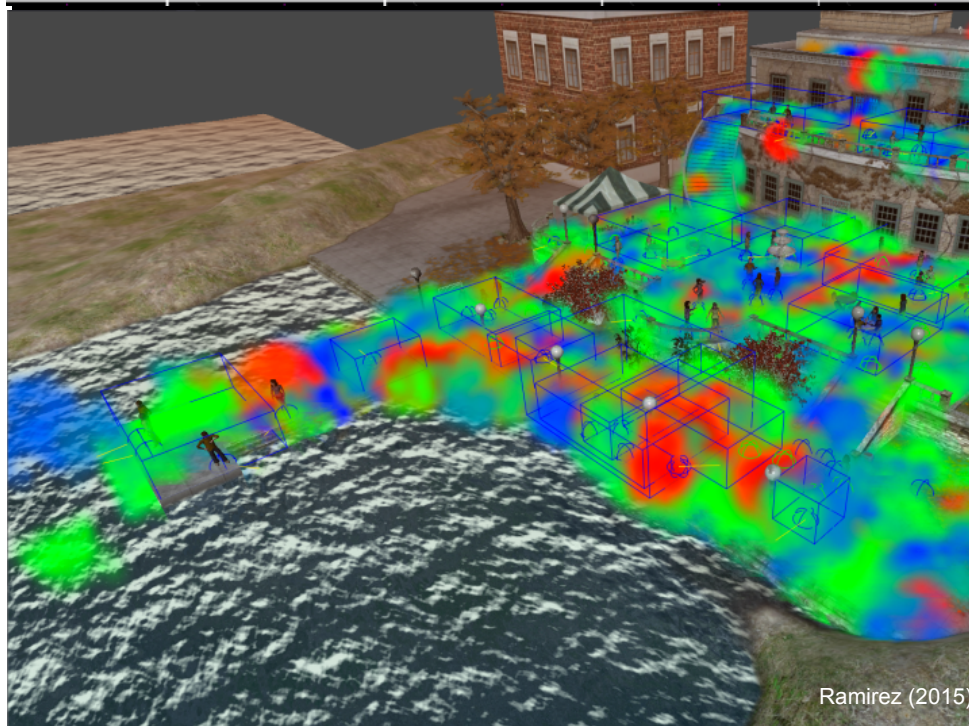
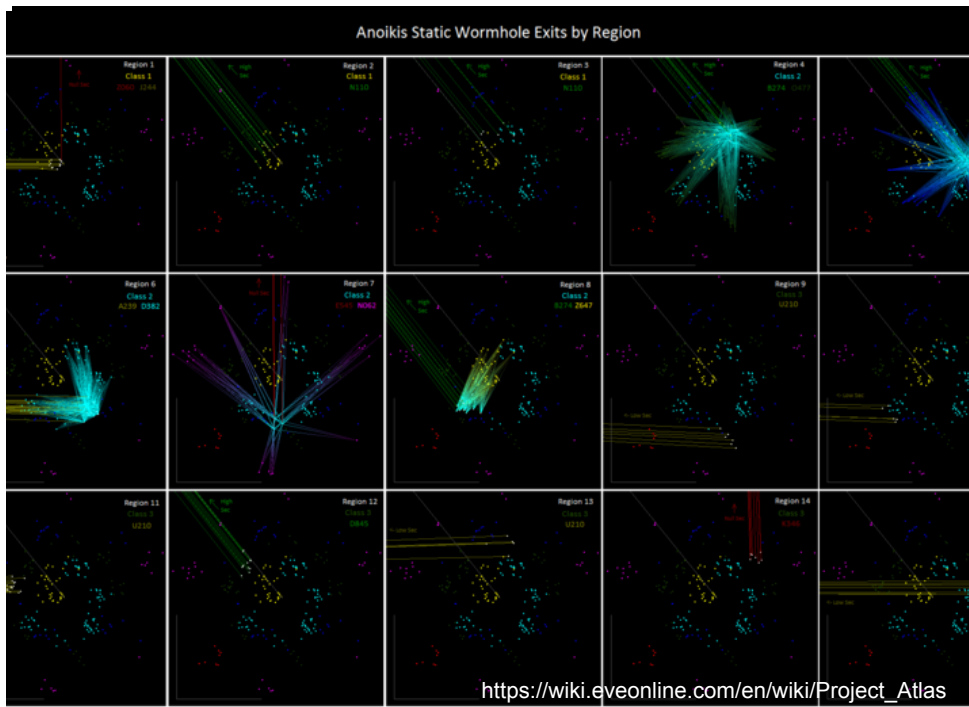
facts are concretized
through understanding

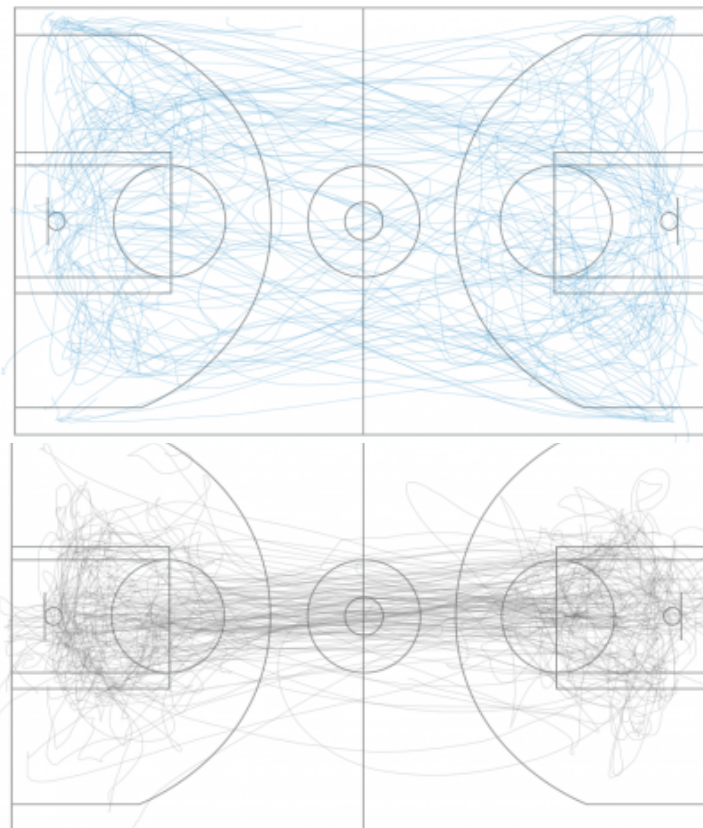
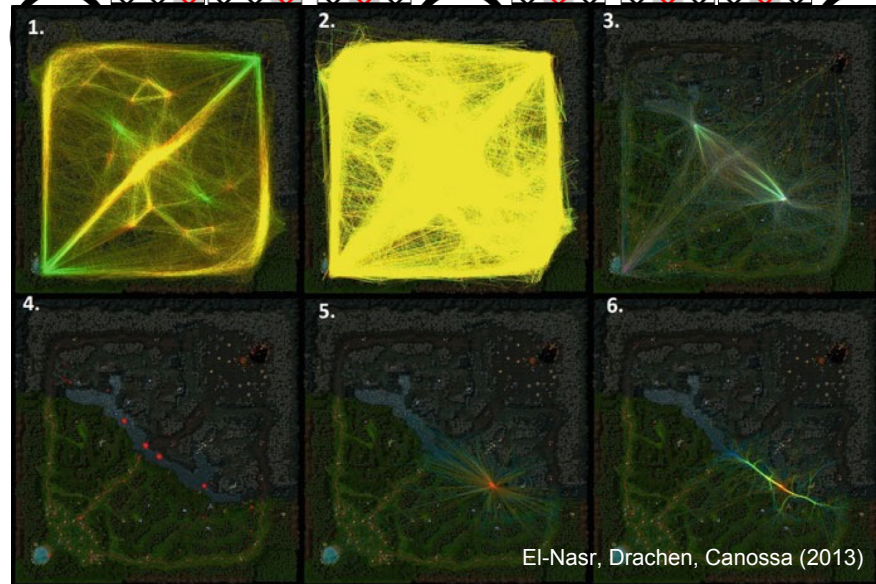
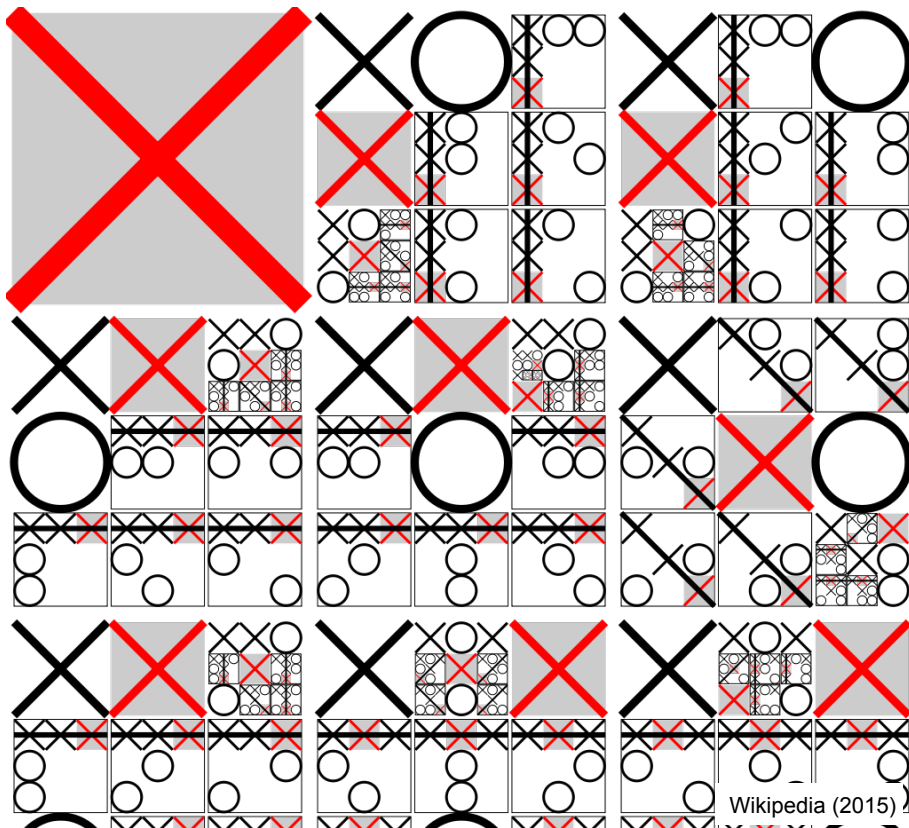




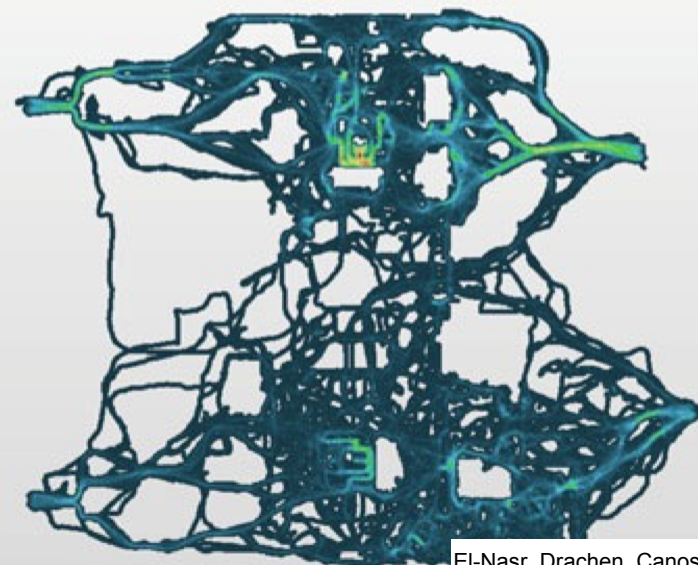
			Player 4		
			8 points		
			Player 4	Player 1	
			8 points	21 points	
Player 1				Player 2	
8 points				20 points	

COLLABORATIVE MATH





- San Antonio Spurs**
 - Tim Duncan
 - Manu Ginobili
 - Richard Jefferson
 - Tony Parker
 - DeJuan Blair
 - Antonio McDyess
 - Matt Bonner
 - Gary Neal
 - George Hill
 - James Anderson
 - Chris Quinn
 - Steve Novak
 - Oklahoma City Thunder**
 - Nenad Krstic
 - Jeff Green
 - 2 Thabo Sefolosha**
 - Kevin Durant
 - Russell Westbrook
 - Nick Collison
 - Eric Maynor
 - Oklahoma City Thunder**
 - Manu Ginobili
 - Richard Jefferson
 - Tony Parker
 - DeJuan Blair
 - Antonio McDyess
 - Matt Bonner
 - Gary Neal
 - George Hill
 - James Anderson
 - Chris Quinn
 - Steve Novak
- Goldsberry (2015)



El-Nasr, Drachen, Canossa (2013)



PLAY DATA
CONSORTIUM

playdataconsortium.org

ADAGE Beta

Assessment Data Aggregator for Game Environments (ADAGE)
is an open-source data collection and analysis framework to
transform telemetry data into evidence of learning.

WIDS-ena / ADAGE

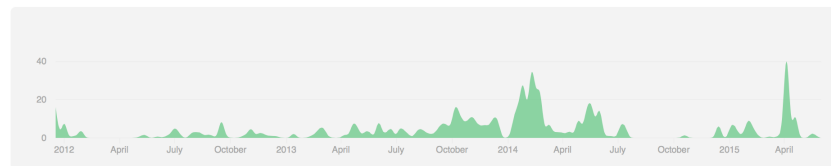
Watch 24 Star 8 Fork 11

Contributors Traffic Commits Code frequency Punch card Network Members

Dec 18, 2011 – Jun 1, 2015

Contributions to master, excluding merge commits

Contributions: Commits



adageapi.org



deep multimodal analytics dashboard

thank you!

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complexplay.org

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