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

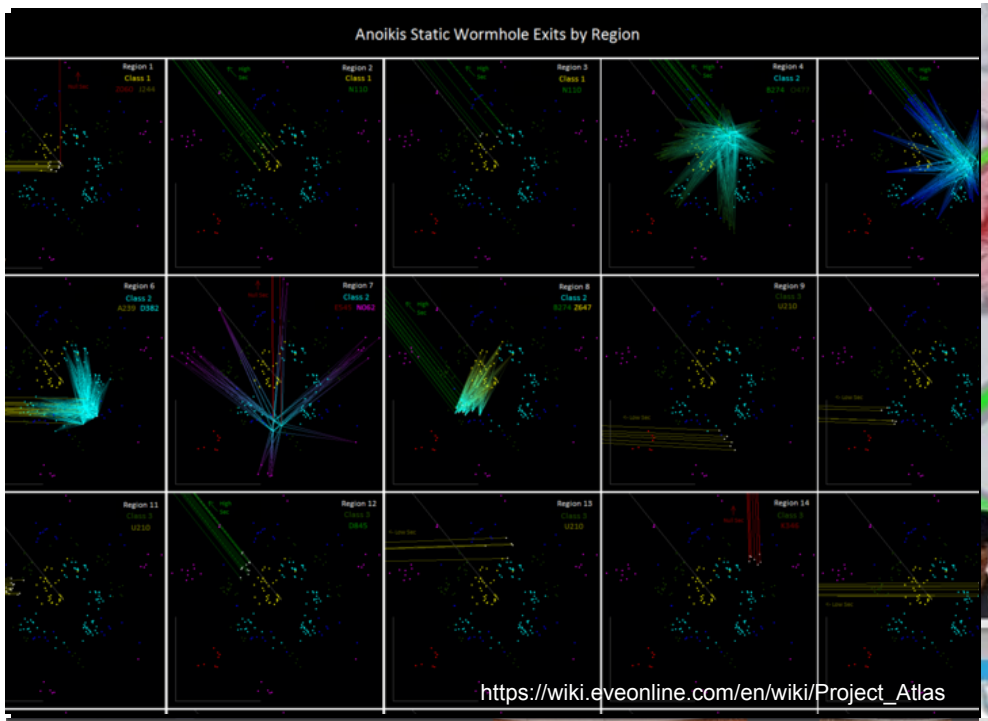
understanding happens in context

games target skills & understandings, rarely facts

facts are concretized through understanding

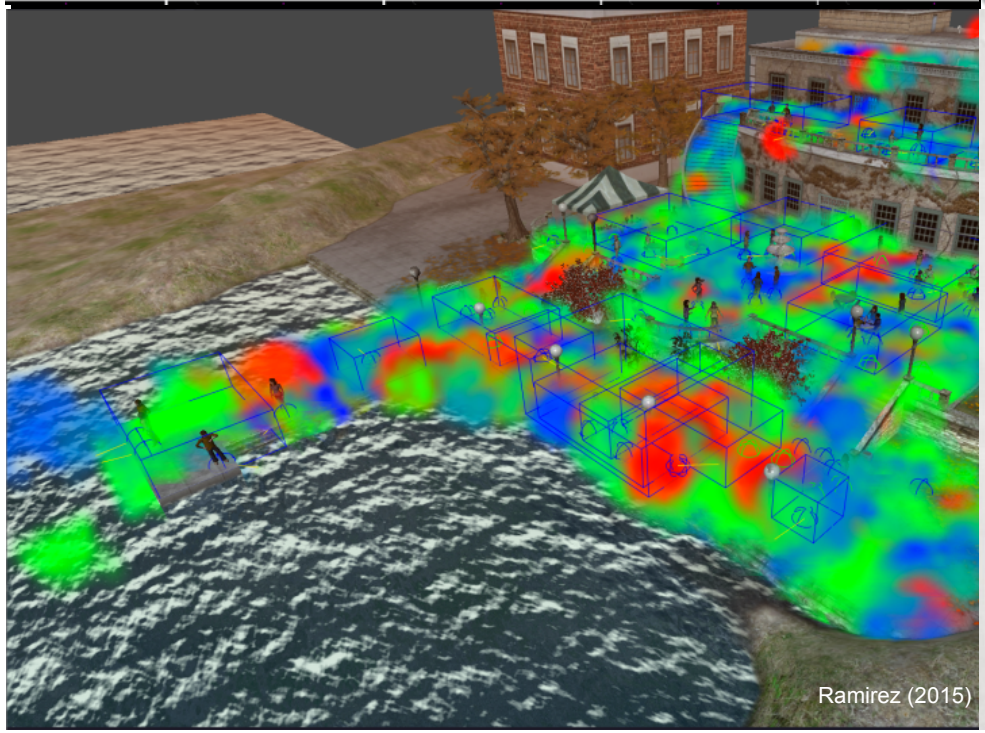
Player 4
8 points
Player 4
8 points
Player 1
21 points
Player 1
9 points
Player 2
20 points
COLLABORATIVE MODE

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

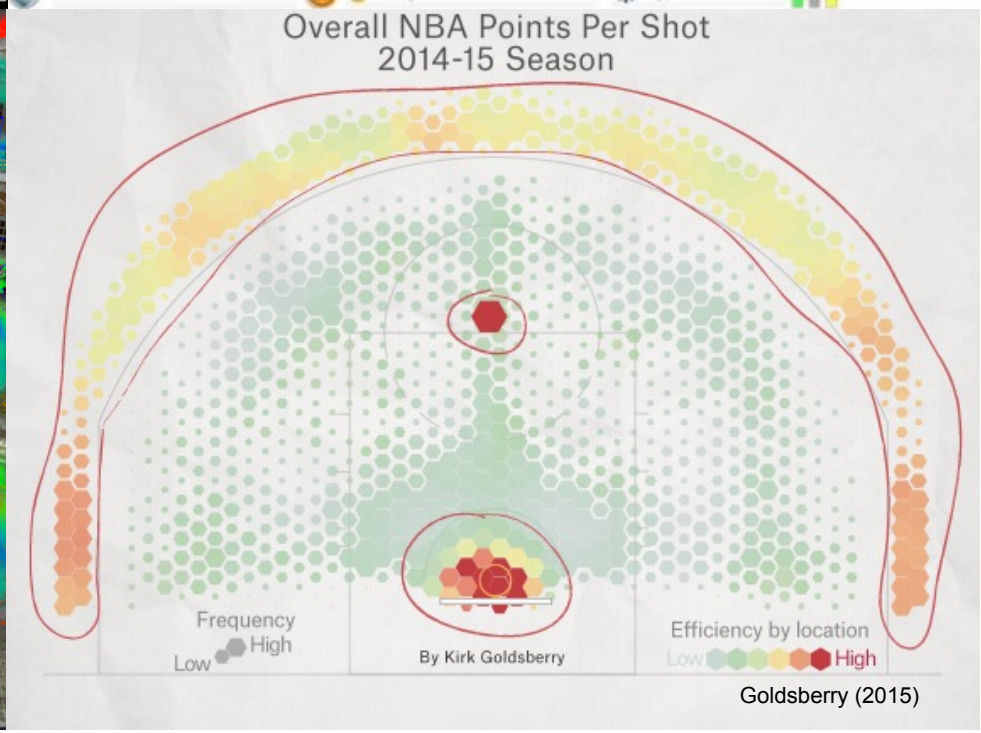


https://wiki.eveonline.com/en/wiki/Project_Atlas

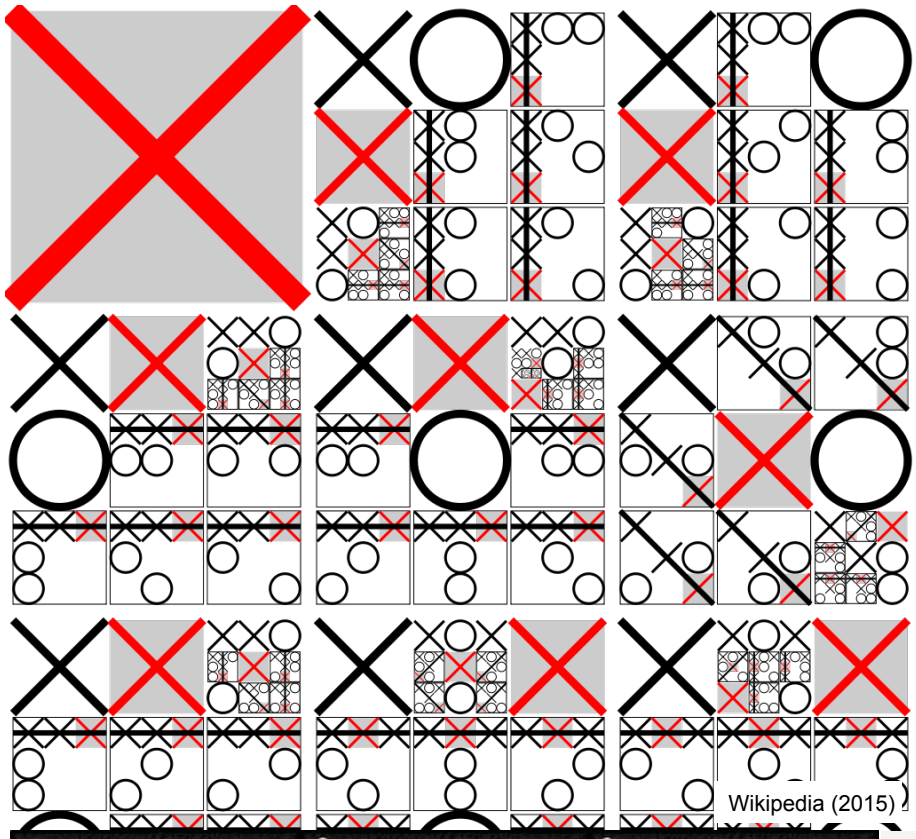
Moralde (2013)



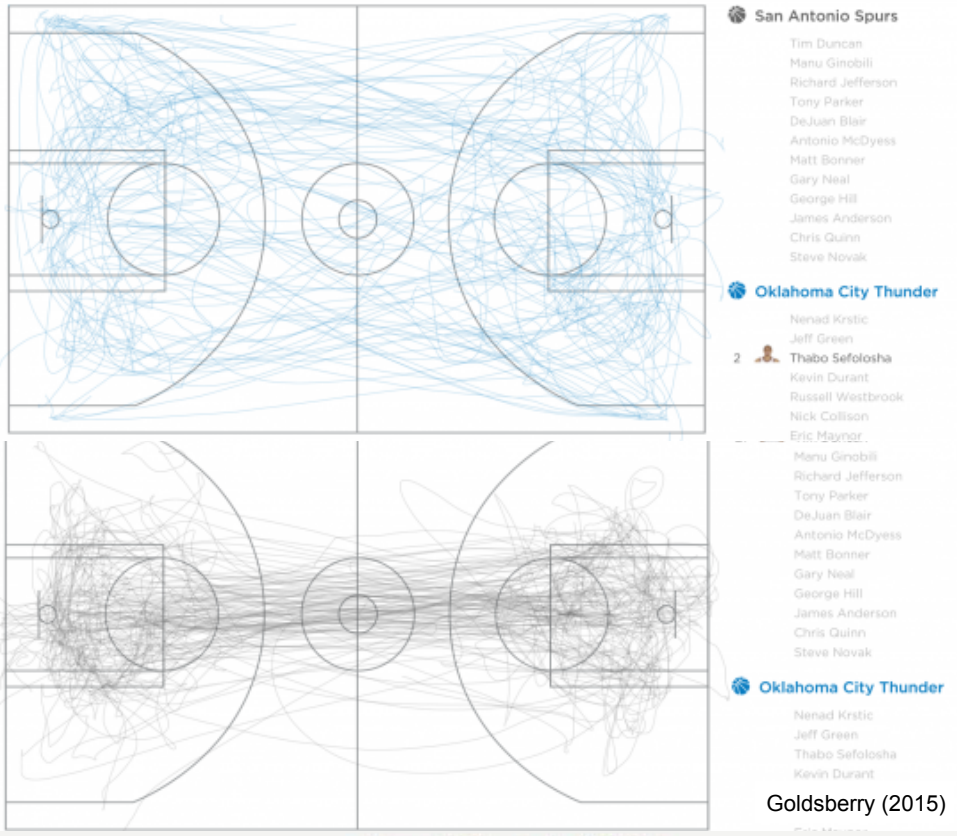
Ramirez (2015)



Goldsberry (2015)



Wikipedia (2015)



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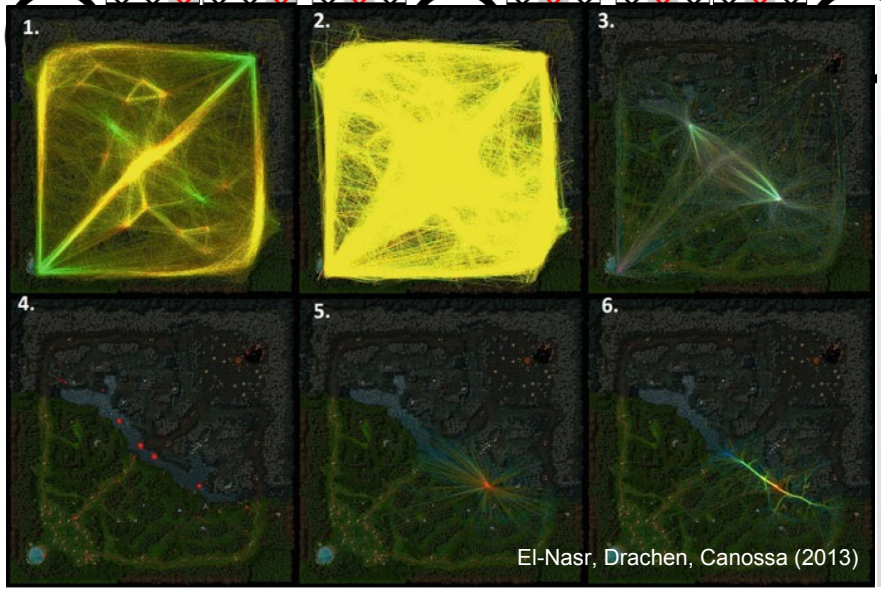
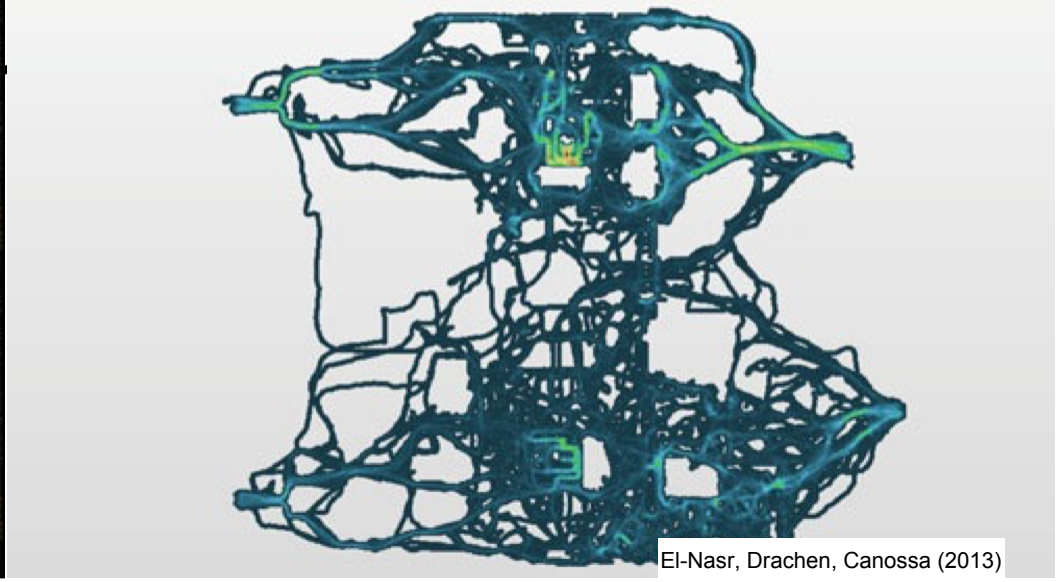


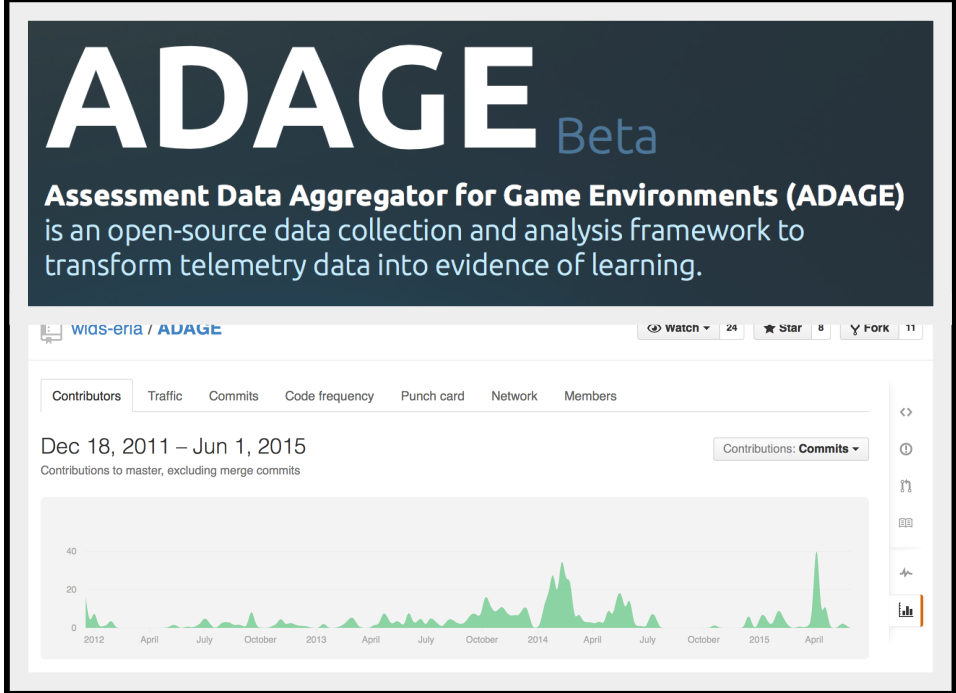
El-Nasr, Drachen, Canossa (2013)



El-Nasr, Drachen, Canossa (2013)

PLAY DATA CONSORTIUM

playdataconsortium.org



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thank you!

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