

Game Mechanics

Discussing the mechanics of video games is a way for the IDD team and instructor-expert to pin down exactly how much an ILO should have in common with a commercial video game, and why.

Incorporate video game elements using the following:

1. Write a storyline surrounding the course's learning objectives.
2. Create a character that fits into the storyline, someone with whom the learner can identify.
3. Establish goals that the learner must accomplish in order to advance to the next level.
4. Elaborate a context in which the learner's character suffers consequences for making the wrong choice and is rewarded for making the right one.
5. Use specific, concrete problems, such as would be found in a real-world situation, as opposed to mathematical equations or abstract engineering questions.
6. Provide game-based reasons for the learner to listen to a lecture or read a journal—e.g., information found in the journal is crucial to opening the gateway to the ILO's next stage.

For more resources on incorporating video game mechanics into online educational activities, visit the MIT Games to Teach website: <http://icampus.mit.edu/projects/gamestoteach.shtml>