

Suggested Reading for IDDs

Here are some academic texts and resources that can help the IDD team maintain and expand on their expertise in the development of highly interactive learning objects.

Books:

- Aldrich, C. (2004). *Simulations and the Future of Learning*. San Diego: Pfeiffer.
- Botturi, L., Stubbs, T. (Eds.). (2008) *Handbook of Visual Languages in Instructional Design: Theories and Practices*. Hershey, PA: Informing Science Reference.
http://books.google.com/books?id=9fp1Lk7Tcn4C&q=Handbook+of+Visual+Languages+in+Instructional+Design&dq=Handbook+of+Visual+Languages+in+Instructional+Design&hl=en&ei=TsjeTYlEsb00gGZj-3RCg&sa=X&oi=book_result&ct=result&resnum=2&ved=0CC0Q6AEwAQ
- Horton, W. (2006). *eLearning by Design*. San Diego: Pfeiffer.
- Piskurich, G. (2006). *Rapid instructional design: Learning ID fast and right*. John Wiley & Sons, Inc.
<http://books.google.com/books?hl=en&lr=&id=ejsqbhX35k4C&oi=fnd&pg=PR7&ots=JvzqgsMoGc&sig=MoaZM3L8t6oeN2erPW9ycxD-Uto>
- Squire, K. (2011). *Video Games and Learning: Teaching and Participatory Culture in the Digital Age*. Teachers College, Columbia: Teachers College Press.
- eBooks from the Elearning Guild:
<http://www.elearningguild.com/content.cfm?selection=doc.545>

Articles:

- Gibbons, A.S., Botturi, L., Boot, E.W. and Nelson, J., Design languages. In: Spector, M., Merrill, D., Merriënboer, J. v., Driscoll, M. (Eds.), *Handbook of Research in Instructional Design*, (pp. 633-645). AECT.
- 3 part series:
 - Hirumi, A., Appelman, R., Rieber, L.,& Van Eck, R. (2010). Preparing instructional designers for game-based learning, part 1: Game design as an instructional design process. *Tech Trends*, 54(3), 27-37.
 - Hirumi, A., Appelman, R., Rieber, L.,& Van Eck, R. (2010). Preparing instructional designers for game-based learning, part 2: Game design as an instructional design process. *Tech Trends*, 54(4), 19-27.
 - Hirumi, A., Appelman, R., Rieber, L.,& Van Eck, R. (2010). Preparing instructional designers for game-based learning, Part 3: Game design as a collaborative process. *Tech Trends*, 54(5), 38-45.

- Keppell, M. (2000). Principles at the heart of an instructional designer—subject matter expert interaction. In R. Sims, M. O'Reilly, S. Sawkins (Eds), *Learning to Choose: Choosing to Learn*. Proceedings of the 17th Annual ASCILITE Conference. Lismore, NSW: Southern Cross University Press. (pp. 317-326).
Available at: http://www.ascilite.org.au/conferences/coffs00/papers/mike_keppell.pdf
- Keppell, M. (2001). Optimizing Instructional Designer-Subject Matter Expert Communication in the Design and Development of Multimedia Projects. *Journal of Interactive Learning Research*, 12(2/3), 205-223.
- Liu, M., Gibby, S., Quiros, O. and Demps, E. (2002). Challenges of Being an Instructional Designer for New Media Development: A View from the Practitioners. *Journal of Educational Multimedia and Hypermedia*, Vol. 11.
- Seeto, D. & Herrington, J. (2006) Design-based research and the learning designer. Deidre Seeto and Jan Herrington. Proceedings of the 23rd annual ascilite conference: Who's learning? Whose technology?
- Girard, P. & Robin, V. (2006). Analysis of collaboration for project design management. Collaborative Environments for Concurrent Engineering [Special Issue]. *Computers in Industry*. 57 (8-9), 817-826.
- Salo, O., Kolehmainen, K., Kyllonen, P., Lothman, J., Salmijarvi, S., & Abrahamsson, P. (2004). Self-adaptability of Agile software processes: A case study on post-iteration workshops. *Lecture Notes in Computer Science* 3092: 184-193. Retrieved from SpringerLink database.

Online resources:

- Interactivity calculator (to help determine the cost of added interactivity)
<http://www.webcourseworks.com/showcase/game-calculator>
- For access to New Scientist magazine, visit their website to set up a subscription:
<http://www.newscientist.com>
- Check out the Games to Teach project here:
<http://icampus.mit.edu/projects/gamestoteach.shtml>

Links to Games

- Civilization: <http://www.civilization.com/>
- Call of Duty: <http://www.callofduty.com/>

- Crisis2: <http://www.ea.com/crisis-2>
- Cool-It: http://engage.wisc.edu/sims_games/roundtwo/awardees/cool_it/index.html
- World Anti-Doping Agency's Play True: <http://www.wada-ama.org/en/Education-Awareness/Youth-Zone/Play-True-Challenge/>
- Second Life: <http://secondlife.com/>
- "Tips on Tap": <http://www.webcourseworks.com/tipsonatp/>
- Engage Program and Tools: <http://engage.wisc.edu/index.html>
- Case Scenario Builder: <http://engage.wisc.edu/software/csb/index.html>
- The Incredible Machine: http://en.wikipedia.org/wiki/The_Incredible_Machine_%28series%29
- GameQuest: http://engage.wisc.edu/sims_games/gamequest/index.html
- Children's Health Education Center (CHEC) BlueKids: <http://www.bluekids.org/>
- Komen Self-Advocacy Project: <http://www.advocacyforme.org/>