



Session #711

Presented by
**Diane Elkins
and
Desiree Ward**

Alcorn, Ward, & Partners, Inc.

Description:

Rapid development has finally come to e-learning games! Games used to require Flash or Authorware programmers and often came with a hefty price tag in terms of cost and development time. But now, you can use rapid development tools to create games—even if you don't have any programming knowledge. And you aren't limited to templates that come with your software. In this session, you'll see first-hand how you can use tools such as Macromedia Captivate, Lectora, or other authoring tools to create fun games such as Concentration. You'll also see how a little creativity can turn a basic multiple-choice question into something that looks and feels like a game to your students. Regardless of what rapid development tool you are using, you'll walk away with all the tips and secrets you need to create your own games—without a lot of time or hassle.

Your Presenters:

Diane Elkins and Desirée Ward, founders of Alcorn, Ward, & Partners, Inc., have a combined experience of 24 years in the training industry. They help businesses, large and small, get up and running with e-learning initiatives.

Diane spearheaded the e-learning initiative at Fred Pryor and CareerTrack seminars, the largest business seminar company in the world. While working for a private e-learning production firm, she helped several Fortune 1000 companies, small businesses, and government agencies with their e-learning development. She led the development for the three e-learning programs that won the University of North Florida's Excellence in Training Award for e-Learning in 2003, 2004, and 2006. Diane is the Past President of the Northeast Florida Chapter of ASTD.

Desirée has experience developing and delivering classroom and online training for prominent organizations such as State Farm, Winn-Dixie, Illinois State University, and the United Way. She has a Masters in Communication from Illinois State University. She specializes in storyboard development and instructional design editing. Desirée served 3 years as the Vice President of Programs for the e-Learning Special Interest Group for the Northeast Florida Chapter of ASTD and is the current President Elect.

Diane and Desirée teach a course on web-based training development at the University of North Florida and have both been judges for the Brandon Hall Excellence in Learning Awards.

Contact Information:

Diane Elkins: dpelkins@alcorn-ward.com (904) 254-2494

Desirée Ward: dward@alcorn-ward.com (904) 343-5554

www.alcorn-ward.com





Using Games in E-Learning

| Advantages | Disadvantages |
|------------|---------------|
| | |

Best Practices

You Don't Have to Be a Programmer to Create E-Learning Games

Software for Creating Games

| Resource | Web Link | Description* |
|---|---|--|
| Adventure Game Studio | www.adventuregamestudio.co.uk | Adventure Game Studio (AGS) allows you to create your own point-and-click adventure games, similar to the early 90's Sierra and Lucasarts adventures. You need no programming experience to make a game using AGS - setting most game options is just a matter of point-and-click (though scripting is of course available if you prefer). |
| Adventure Maker | www.adventuremaker.com | Adventure Maker is a free innovative toolkit for Windows that allows creating point-and-click games and multimedia software in minutes, without any scripting or programming. It is particularly suitable for the creation of first-person and third-person adventure games, interactive magazines, educational software, presentations, interactive visits, and 360-degree interactive panoramas. |
| Articulate Presenter | http://www.articulate.com/presenter.html | Flash-based Learning Games <ul style="list-style-type: none"> - Choices Learning Games - Word-Quiz Learning Games - Sequencing Learning Games |
| Bodine Training Games - Game Show Presenter | www.almorale.com | It's easy to make your own training games with Game Show Presenter. The software adds music, funny game show host, sound effects and score tracking for up to 10 players or teams. |
| Brown and Associates | www.babrown.com/games.htm | Are you a Teacher, Educator, or Instructor who would like to spice up the learning process? These games can be customized by YOU. You enter your own questions and answers. Create different content for different subjects; you don't need to be a programmer! Simple software guides you through the process. Games include Classroom Trivia (Jeopardy), Megabyte Memory (Millionaire), Match Game (Concentration), Squares (Hollywood Squares). |
| Classroom Bingo | http://www.centronsoftware.com/bingo.html | A unique new Bingo software game that can be played in the classroom, used for homework or quizzes, or played on-line as an interactive bingo game. Create Bingo cards with words, phrases, or pictures and matching answer list |
| Eclipse Crossword | www.EclipseCrossword.com | EclipseCrossword is the fast, easy, free way to create crossword puzzles in minutes. It's never been simpler—just give EclipseCrossword a list of words and clues, and it does the rest. In seconds, you'll have a crossword puzzle with just the words you want. |

You Don't Have to Be a Programmer to Create E-Learning Games

| Resource | Web Link | Description* |
|--|--|---|
| Flash Learning Games @ University of Minnesota | http://flashgames.umn.edu | Game software for educators. Game Manager is provided as a courtesy service to educators who meet their guidelines, such as belonging to an educational institution (K-12, Colleges, Universities) and using this service solely for educational purposes connected to their institution. |
| Game Maker | www.gamemaker.nl/index.html | Do you want to develop computer games without spending countless hours learning how to become a programmer? Then you've come to the right place. <i>Game Maker</i> allows you to make exciting computer games, without the need to write a single line of code. Making games with <i>Game Maker</i> is a lot of fun. |
| Games Factory 2 | www.clickteam.com/eng/tgf2.php | The Games Factory provides everything you need to manufacture Arcade games, Platform games, Adventures, Screen Savers, and much, much, more. You simply click on an object, drag it to the play field, and click on the action it should perform. We supply all the heroes, monsters, powerups, and other objects you need, plus the sound and music for your games. |
| Games2Train | www.games2train.com | Games2train stands out in the world of learning and training for its Game-Based Learning approach - the ability to marry the fun of playing a videogame or computer game together with all the information needed to accomplish learning or training objectives. |
| Hot Potatoes | http://hotpot.uvic.ca | The Hot Potatoes suite includes six applications, enabling you to create interactive multiple-choice, short-answer, jumbled-sentence, crossword, matching/ordering and gap-fill exercises for the World Wide Web. Hot Potatoes is not freeware, but it is free of charge for those working for publicly-funded non-profit-making educational institutions, who make their pages available on the web. Other users must pay for a licence. |
| LearningWare Gameshow Pro / Gameshow Pro Web | www.learningware.com | Increase comprehension and retention with training games while creating a fun, energetic atmosphere. Gameshow Pro lets you use your own content to create an unlimited number of game shows in 6 familiar TV-style formats. |
| Quandary | www.halfbakedsoftware.com/quandary.php | Quandary is an application for creating Web-based Action Mazes. An Action Maze is a kind of interactive case-study; the user is presented with a situation, and a number of choices as to a course of action to deal with it. On choosing one of the options, the resulting situation is then presented, again with a set of options. Working through this branching tree is like negotiating a maze, hence the name "Action Maze". |

You Don't Have to Be a Programmer to Create E-Learning Games

| Resource | Web Link | Description* |
|-------------------------|---|--|
| Quia Web | http://www.quia.com/ | Create your own learning games - You can create your own activities on Quia Web using any content you like. Choose from 16 types of activities, including flash cards, memory games, word search puzzles, hangman, and even games modeled after popular television gameshows. |
| Raptivity | http://www.raptivity.com | The Raptivity library of pre-built interactions is based on best practices in instructional design and allows complete customization of each interaction. Raptivity outputs your interactivity to a single Flash file which fits right into your eLearning tools. Anyone can use Raptivity with minimal learning and absolutely no programming. Booster Pack includes 18 game templates. |
| Respondus StudyMate 1.5 | http://www.respondus.com/products/studymate.shtml | StudyMate lets you create ten Flash-based activities and games using three simple templates. Best of all, you don't have to know Flash programming or HTML to use StudyMate. |
| Terry Street | http://www.learningcircuits.org/2004/apr2004/kirk.htm | 4 templates for PowerPoint games Jeopardy for the Classroom www.teachnet.com/graphics/lesson/misc/damon/jeopardy.ZIP Who Wants to be a Millionaire www.teachnet.com/graphics/lesson/misc/damon/whowants.ZIP Hollywood Squares www.teachnet.com/graphics/lesson/misc/damon/squares.ZIP Multi-Q www.esu5.org/techteacher/sampleactivities/multiq/blankgame.ppt |
| Training Games, Inc. | www.training-games.com | TGI has developed Training Game software to help you present and review your own training material. TGI Games range from our standard Quiz Show and Board Game formats to realistic sports games like Football, Baseball and Golf. |

* The descriptions come primarily from the vendor's website.

Creating Your Own Games From Scratch

Creativity

Themes
Graphics
Scenarios
Challenges
Contests
Scoring

Technology

Does your software allow you to:

- Click a graphic and have a message display?
- Click a graphic and go to another page?
- Click a graphic and have some other action performed?
- Click just a portion of a graphic and have one of the actions above performed?
- Press a keystroke and have one of the actions above performed?
- Create a multiple-choice question with graphics as the choices?
- Create a matching question with graphics as the choices?
- Create a drag-and-drop question with graphics as the dragged items?
- Add sounds that play when something is clicked?
- Add sounds that play when something is correct/incorrect?
- Make images display, hide, or move?
- Create a string of actions or have multiple actions occur at once?
- Keep a running score that can be displayed on screen?
- Create custom if/then scenarios based on the score?

Examples

Discussion