

ECGBL 2021

15th European Conference on Games Based Learning
23 - 24 September 2021, The University of Brighton, UK

Mini Track on Measurement & Evaluation for Game-Based Learning

Mini Track Chair: Dr. Ronald Dyer, University of Sheffield, UK



Games are now pervasive within the education sector, yet a challenge remains regarding both identification and measurement of their impact on individual and programmatic performance. While increased engagement and motivation are common elements cited as it relates to games, the question remains as to how do we capture the relevant data (qualitative or quantitative) requisite for identification of return on investment/learning as performance indicators to support their validity within the curricula. Additionally, how can we use measurement to support sustainable integration into the learning ecosystem. This mini-track focuses on the examination and potential development of various measurement frameworks to support construction of appropriate models for measurement of game effectiveness.

Five generic themes have been identified below to form the basis of potential approaches/model integration. These measurement methodologies aim to assess the benefits of games both empirically and as a value-added component across learning environment.

Suggested topics include but are not limited to:

1. Game assessment diagnostic instrument(s)
2. Game performance scorecards (E.g. Scoring Rubric)
3. Pre/Post Knowledge Assessment Measurement
4. Qualitative Reflection instruments
5. Summative vs. Formative measures for classroom assessment



Ronald Dyer is currently EMBA-Director & Senior University Teacher in the department of Executive & Professional Education at SUMS with over 20 years of project management experience across financial service, education, agriculture and energy focused organizational transformation initiatives. His research focuses on serious games, gamification and play with a specific interest in the use of these tools for improved risk-based thinking practices within projects as well as strong interest in artificial intelligence, theories of play for pedagogical innovation and ideation to support general learner improvement & retention.

Submission details

In the first instance a 300 word abstract is required, to be received by **03 March 2021**. Please read the guidelines at <http://www.academic-conferences.org/policies/abstract-guidelines-for-papers/>

Submissions must be made using the online submission form at <https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/>

If you have any questions about this track please email the mini track chair: ronald.dyer@sheffield.ac.uk

See more about ECGBL 2021 at <https://www.academic-conferences.org/conferences/ecgbl/>