Ever since the dawn of the video- and computer-game era people have thought that the power of the games medium could be harnessed to the goals of education. In this course students from education and computer science will work in teams to develop, and evaluate simple educational games, called gamelets, for K-12 learning.

**What you need:**

*Your expertise* and experience in Teaching and Learning

*Knowledge* of some standards you would like to address

*Desire* to extend motivation, cognition, and equity in your class using educational technology

**What you will do:**

Work in teams with other teachers and computer science students to:

*Define learning objectives*

*Engage in cognitive task analysis* to determine knowledge and skills necessary for interactive engagement among students

*Design and develop videogames* that can address your course objectives and meet the needs of all students

*Use a simple programming tool*¹ to create stand-alone or web based instructional videogames (Gamelets).

**What you will get:**

*An educational technology product* that you can use directly in your classroom and share with others

*An enhanced understanding of technology* and its educational applications

*Graduate level credit*

*A fun, interactive experience collaborating* with a variety of people with a variety of expertise

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¹ a Visual Programming Environment called AgentSheets