[May 11 2015, 9:01 PM] edinnovator: Hi Everyone, welcome!
[May 11 2015, 9:01 PM] edinnovator: If the video isn't playing on the right, just hit the play button or hit "reload" on your browser.
[May 11 2015, 9:01 PM] edinnovator: (sorry, the video on the left:-)
[May 11 2015, 9:02 PM] edinnovator: To post comments here, you'll need to log in.
[May 11 2015, 9:10 PM] edinnovator: In case you're interested, here's the link for the Games3Ed summit that Larry referenced: http://www.ed.gov/blog/2015/04/games-for-learning-summit-expanding-the-conversation-between-educators-and-game-designers/
[May 11 2015, 9:15 PM] edinnovator: Games4Change: http://www.gamesforchange.org/
[May 11 2015, 9:21 PM] Seecantrill: Any questions you'd like to raise to the group?
[May 11 2015, 9:21 PM] Seecantrill: Or comments ... feel free to post them here and we can share them with the group.
[May 11 2015, 9:29 PM] Seecantrill: Hello mkhedra17, SimBadd64 and bellamasie .. welcome!
[May 11 2015, 9:29 PM] Seecantrill: Do you all use games? If so, in what ways?
[May 11 2015, 9:30 PM] SimBadd64: In terms of "Deeper Learning" I find SOLO Taxonomy Outcomes work really well to chart and promote the progressive depths
[May 11 2015, 9:30 PM] mkhehra17: Hello! Prospective teacher, here to learn! Fascinating ideas
[May 11 2015, 9:30 PM] Seecantrill: Great -- thanks for coming!
[May 11 2015, 9:31 PM] Seecantrill: SimBadd64: what is SOLO Taxonomy Outcomes?
[May 11 2015, 9:31 PM] SimBadd64: SOLO - Structure of Observable Learning Outcomes
[May 11 2015, 9:31 PM] mr_isaacs: Hi All. Glad to see you all here!
[May 11 2015, 9:31 PM] rantoine2: Hello!
[May 11 2015, 9:33 PM] Seecantrill: Hello mr_isaacs and rantoine2! welcome.
[May 11 2015, 9:34 PM] rantoine2: Should I see anything on the screen yet?
[May 11 2015, 9:35 PM] edinnovator: @rantoine2 Yes! Just hit the play button or refresh the page and it should start.
[May 11 2015, 9:35 PM] SimBadd64: Quick link to SOLO Taxonomy - http://pamhook.com/solo-taxonomy/
[May 11 2015, 9:38 PM] Seecantrill: Isobella are you here? Welcome! :)
[May 11 2015, 9:38 PM] SimBadd64: I use Minecraft as a platform for students to develop games and experiences relating to literacy skills
[May 11 2015, 9:38 PM] bellamasiero: I was part of that and i won the best for your comunity.
[May 11 2015, 9:38 PM] Seecantrill: Great ... thanks for sharing. Do you have a website or somewhere else where you share?
[May 11 2015, 9:39 PM] Seecantrill: Congrats bellamasiero!
[May 11 2015, 9:39 PM] bellamasiero: thanks :)

[May 11 2015, 9:39 PM] bellamasiero: thtas me
[May 11 2015, 9:39 PM] bellamasiero: *thats
[May 11 2015, 9:40 PM] mr_isaacs: Yay Bella!
[May 11 2015, 9:41 PM] edinnovator: Game Jam Design resource from
Kevin: bit.ly/GameJamGuide
[May 11 2015, 9:42 PM] edinnovator: (this one you can click: http://
bit.ly/GameJamGuide)
[May 11 2015, 9:43 PM] edinnovator: Sorry, try this one: http://
bit.ly/GameJamGuide
[May 11 2015, 9:44 PM] Seecantrill: Who here created their own game?
And what was most fun about it?
[May 11 2015, 9:45 PM] bellamasiero: The most fun about creating a
game was the bonding aspect you had with your team and the fact that
total strangers became best friends in a matter of hours
[May 11 2015, 9:46 PM] mr_isaacs: that's great :) Bella — you will
have to participate in one of the gamejams that Kevin is talking
about!
[May 11 2015, 9:46 PM] SimBadd64: I learned so much about redstone by
asking students to create literacy based games in Minecraft —
relationships flipped and I became the learner very quickly in the
process
[May 11 2015, 9:48 PM] Andrew_I: I'm on a different website and can do
this but can't logon the one with the video
[May 11 2015, 9:48 PM] mr_isaacs: Andrew — can you click play on the
video to your left?
[May 11 2015, 9:49 PM] Andrew_I: I mean that its opened in a different
window
[May 11 2015, 9:49 PM] mr_isaacs: ah — can you see / hear it?
[May 11 2015, 9:50 PM] Andrew_I: i can hear it but not see it
[May 11 2015, 9:51 PM] edinnovator: Try this page @Andrew_I: http://
educatorinnovator.org/webinars/game-design-across-the-curriculum-
students-as-designers-part-1/
[May 11 2015, 9:51 PM] Andrew_I: test
[May 11 2015, 9:51 PM] Andrew_I: ok I'm trying it 1 sec
[May 11 2015, 9:51 PM] mkhehra17: What was the book Kevin just
mentioned?
[May 11 2015, 9:51 PM] Seecantrill: The Multiplayer Classroom:
Designing Coursework as a Game
[May 11 2015, 9:51 PM] Andrew_I: i think it worked
[May 11 2015, 9:51 PM] mkhehra17: thanks!
[May 11 2015, 9:52 PM] Seecantrill: by Lee Sheldon
[May 11 2015, 9:54 PM] mkhehra17: I have a question for Matt Farber,
how often do you have students design games in your social studies
classroom? Have you completely done away with "traditional teaching"?
[May 11 2015, 9:55 PM] SimBadd64: The process of feedback, reflection
and improvement is key to assessing and developing understanding
[May 11 2015, 9:56 PM] SimBadd64: Like Steve, I prefer to focus on the
learning process and assess traditionally
[May 11 2015, 9:59 PM] edinnovator: Thanks again everyone! We'll have
a full archive of the video and links on this page soon: http://

educatorinnovator.org/webinars/game-design-across-the-curriculum-students-as-designers-part-1/
[May 11 2015, 10:00 PM] edinnovator: Also, don't miss next week's follow-up webinar: http://educatorinnovator.org/webinars/game-design-across-the-curriculum-interactive-fiction-ing-part-2/
[May 11 2015, 10:00 PM] mr_isaacs: sign up for pilot programs at www.games4ed.org
[May 11 2015, 10:01 PM] SimBadd64: Are the pilot projects open globally? - I'm UK based
[May 11 2015, 10:01 PM] mr_isaacs: absolutely!
[May 11 2015, 10:01 PM] mr_isaacs: follow @games4ed and @mr_isaacs
[May 11 2015, 10:01 PM] mr_isaacs: get in touch!
[May 11 2015, 10:01 PM] SimBadd64: Will do. Thanks
[May 11 2015, 10:02 PM] SimBadd64: Great session guys - looking forward to next week
[May 11 2015, 10:05 PM] Seecantrill: Thanks everyone for coming!
[May 11 2015, 10:05 PM] Seecantrill: Sorry we didn't get to all your questions. But come back next week on the 18th for a part 2!
[May 11 2015, 10:07 PM] Seecantrill: http://educatorinnovator.org/webinars/game-design-across-the-curriculum-interactive-fiction-ing-part-2/