Codifying Game-Based Learning: The LEAGUE framework for Evaluation

Rabail Tahir & Alf Inge Wang
European Conference on Games Based Learning, 2018
Læringsspill
Game Based Learning
RQ1: What are the **core dimensions** for evaluating educational games?

RQ2: Which **factors** are important for achieving each core dimension?

RQ3: Are there any **sub-factors** for assessing these factors based on theoretical constructs?

RQ4: What **metrics** can be used to quantify these factors/sub-factors?

RQ5: Are the GBL dimensions **interrelated**?
RQ1: core dimensions

RQ2: factors

RQ3: sub-factors

(RQ4: metrics)
6 Dimensjoner

- Learning
- Environment
- Affective-cognitive reactions
- Game factors
- Usability
- User
22 Faktorer
74 Subfaktorer

Learning objective, strategies, content, outcome

technical, context

enjoyment, engagement, motivation, flow

definition, narrative, mechanics, resources, aesthetics, gameplay

interface, learnability, satisfaction

cognitive/psychological needs, learner profile

Learning

Environment

Affective reac.

Game factors

Usability

User
5 Målinger

Metrics

Scores

Time

Number of occurrences

Rating

Reviews/responses/opinions
LEAGUE

6 dimensjoner

22 faktorer

74 subfaktorer

5 typer målinger

domenespesifikke

human-centric

technology-centric

genrelle

relasjoner

5 typer målinger

6 dimensjoner

22 faktorer

74 subfaktorer

5 typer målinger