Educational Games in Mobile Learning: A Flexible Framework for deploying and collecting effectiveness data

Serious games and simulations have been an important part of instructional technology over past several years. With revolution in the field of hand held computing, recently, more people have started taking interest in educational gaming apps. However, systematic studies or attempts to measure effectiveness of such apps have not been reported. A formal study of effectiveness of these apps can provide a compelling case for inclusion of educational apps as part of systematic coursework and also identify any shortcomings. In this presentation I will discuss my attempt to build a flexible framework for deploying educational apps and incorporating measures for their evaluation within the NSF funded MatDL project. For most part of the presentation I will be discussing details of the framework and sample implementation which I am currently working on as part of my Master's Thesis with Dr. Ruttan and Prof. Bartolo.

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