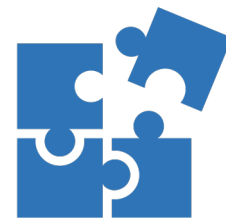


Codifying Game-Based Learning:

The **LEAGUE** framework for Evaluation

Rabail Tahir & Alf Inge Wang

European Conference on Games Based Learning, 2018



Læringspill

Game Based Learning



Metode

Directed Content Analysis



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



Learning

technical, context



Environment

enjoyment, engagement, motivation, flow



Affective reac.

definition, narrative, mechanics, resources,
aesthetics, gameplay



Game factors

interface, learnability, satisfaction



Usability

cognitive/psychological needs, learner
profile



User

5 Målinger

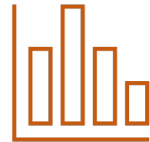
Metrics



Scores



Time



Number of occurrences

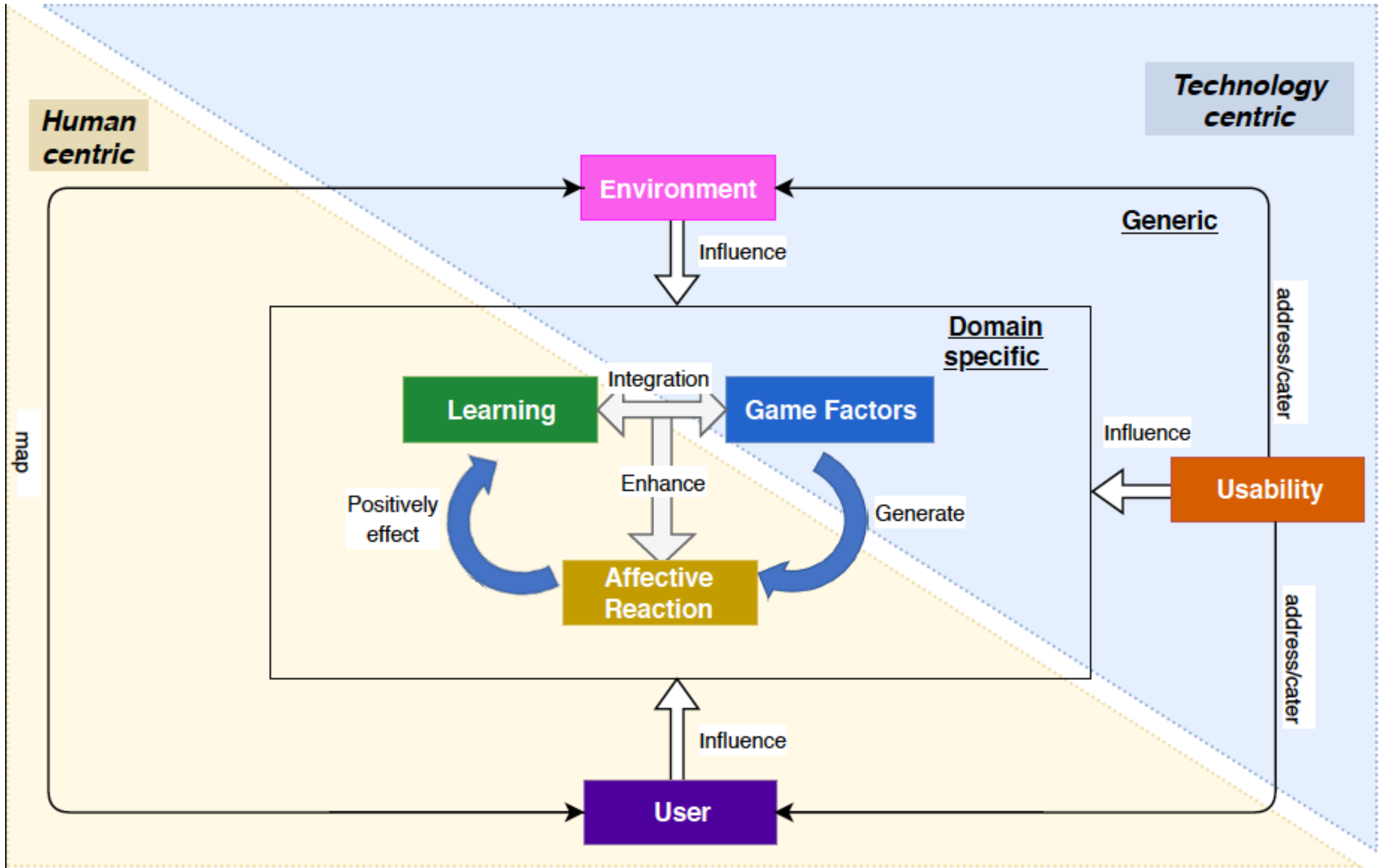


Rating



Reviews/responses/opinions

Relasjoner



LEAGUE

relasjoner

domenespesifikke

generelle

6 dimensjoner



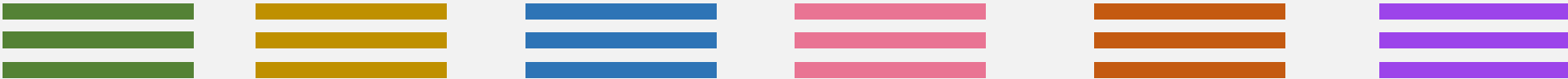
human-centric



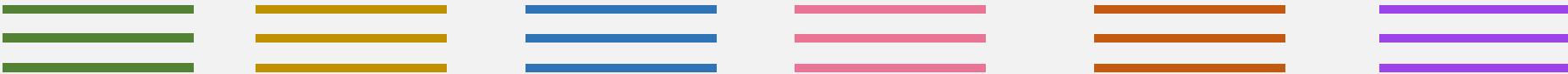
technology-centric



22 faktorer



74 subfaktorer



5 typer målinger

