REESE Principal Investigators Meetings

2010 REESE PI MEETING

The 2010 REESE PI Meeting is scheduled for Thursday, March 11–Friday, March 12 at the Ritz-Carlton, Pentagon City, just two stops from Reagan National Airport on the Metro. ARC has worked closely with NSF Program Officers and representatives from the REESE community to organize this year’s PI meeting:

- Meeting agenda (PDF)

A print copy of the 2010 REESE briefing book is being included in every meeting packet and includes an agenda, maps, speaker bios, and a list of participants. A continuously updated, online version can be found here:

- Online Briefing Book

Poster sessions will be held both days of the meeting. The registration form asks that you select a category for your poster so that we can group them in the Poster Hall:

- Guidelines for posters

We also will continue adding to the online Poster Hall, so we ask that you send a Powerpoint or PDF of your poster to beckner-amalia@norc.org:

- Virtual poster hall

Please contact Jen Hanis at hanis-jen@norc.org or Kevin Brown at brown-kevin@norc.org if you have questions. We look forward to seeing you in March!
2010 Virtual Poster Hall

Welcome to the 2010 Virtual Poster Hall! You can browse within a category of posters by selecting from the list below. Click on the poster thumbnail to see the poster and click on the poster itself to zoom in.

- PreK-Elementary, Mathematics
- PreK-Elementary, Science/Engineering
- Middle-Secondary, Mathematics
- Middle-Secondary, Science/Engineering
- Higher Education, Mathematics
- Higher Education, Science/Engineering
- Informal Education
- Professional Development
- Cyberlearning/Technology
- Behavioral/Cognitive Science
- General STEM
Cyberlearning/Technology

Debbie Reese

Noboru Matsuda

Carol Sansone
Debbie Denise Reese, PI*
Co-PIs: Charles A. Wood*, Ben Hilt*, Beverly Carter**
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ABSTRACT

The CyGaMEs approach to instructional game design and assessment aligns the game learning domain (Reese, 2007, 2008) toward the game goal capture. CyGaMEs timed report tool collects time. CyGaMEs uses timed report for demonstration. Selene Classic assessment measure. Analysis of timed interpretation revealed important information. Timed report can be a strong and accurate measure of learning when games are designed according to the CyGaMEs approach.

ASSESSMENT

Quantify Player’s Knowledge Growth (Reese & Tabachnick, 2010)

Criteria: Learning measured based on different learning success at different times. CyGaMEs identified a moment of learning by the players’ performance level, i.e., accuracy in matching LM and used gesture data to identify the time at which each player achieved the learning moment. The timed report measured these moments when people had and had not learned something (Reese & Tabachnick, 2010). The learning moment, in and of itself, explained 95 percent of the variance in player’s timed report progress.

An algorithm developed to model the process of hand identification of accuracy LM replicated findings. Future development work should generate a rule and algorithm that will support the Selene environment’s backend reporting system to automate discovery, measurement, and reporting of the accuracy LM and, eventually, other moments of learning.

Velocity vs. Timed Report