

Manage Others Discussion Board

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EDA 6271: Technology and Educational Leadership

Dr. Terence Cavanaugh

## Manage Others Discussion Board

**7-Assessment/Feedback/Games (My Post):**

A game that I think could be a great game that schools can use as a teaching tool will be one of the community games in a site called roblox.com. Roblox has variety of games that these new generation students are really into, but these games are more of a “role playing” type of games. The games are grouped into many communities like the school community, restaurant/café community, therapy community, hospital community, etc. Each community has many games inside where the players can have many choices on what they want to play, for an example, the restaurant/café community having a game called *Work at a Pizza Place* where the players will be a staff and taking orders from customers. However, one type of game in particular really caught my attention that I think will be great for educational purposes, and that’s the game I would like to mention in this discussion post. The game is in the school community and it’s called *Part East Middle School (PEMS)*, and what the players do in this game is have roles of either being the student in the game or a teacher/administrator. The PEMS game is actually one of the “schools” in the school community section of the Roblox site, and there are many other “schools” in that community as well. My sister is a high school student and she is the one who told me about such a game existing on Roblox, but what really baffled me was her saying that she is playing this game for fun without any of her real-life schoolwork being a major part of it. What my sister told me that she does in this game is actually creating lesson plans for variety of subjects rather it’s math, English, science, social studies, etc.

Here is an example of a lesson plan she create for this role-playing game:

## PEMS Lesson Plan Template

**Username:** Sanem0708  
**Subject:** English  
**Week Of:** 8/3 - 8/7  
**Unit:** Figurative Language

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Learning Objective</b>	Students will be taking a test over what they have learned last week.	Students will learn what a Simile, Metaphor and personification are.	Students will learn what Alliteration, onomatopoeia and symbolism is.	Students will learn what Hyperbole, Imagery and Idioms are.	Students will be taking a test on Figurative Language.
<b>Bell Ringer &amp; Exit Ticket</b>	Bell ringer: N/A Exit Ticket: N/A	Bell ringer: N/A Exit Ticket: N/A	Bell ringer: N/A Exit Ticket: N/A	Bell ringer: N/A Exit Ticket: N/A	Bell ringer: N/A Exit Ticket: N/A
<b>Classroom Activity</b>	1. Test (None GC) 1. Notes	1. Notes	1. Notes	1. Notes	1. Notes
<b>Homework</b>	None	None	None	None	None
<b>Sub Notes</b>	Subs will be going over notes of a different topic with none GC students while GC students take the test.	Subs will go over the nones under Assignment Links.	Subs will go over the nones under Assignment Links.	Subs will go over the nones under Assignment Links.	Subs will go over the nones under Assignment Links.
<b>Assignment Links</b>	<a href="https://forms.gle/1D6KXDrGVfbcSzYM6">https://forms.gle/1D6KXDrGVfbcSzYM6</a> <a href="https://docs.google.com/document/d/1FmgQu1wlACxNwo3r0-zcYy1Y7DXR53Ykfvihp_RhgRc/edit?usp=sharing">https://docs.google.com/document/d/1FmgQu1wlACxNwo3r0-zcYy1Y7DXR53Ykfvihp_RhgRc/edit?usp=sharing</a>	<a href="https://docs.google.com/document/d/1e4oWNAtsVDLzxDC-HNJhIjUagLjzLGHpnr2sPDeJfM4/edit?usp=sharing">https://docs.google.com/document/d/1e4oWNAtsVDLzxDC-HNJhIjUagLjzLGHpnr2sPDeJfM4/edit?usp=sharing</a>	<a href="https://docs.google.com/document/d/1m7Q-sDNLQy-o8pVmjMQFvIL36FUM05FVrwD1GJkQKM/edit?usp=sharing">https://docs.google.com/document/d/1m7Q-sDNLQy-o8pVmjMQFvIL36FUM05FVrwD1GJkQKM/edit?usp=sharing</a>	<a href="https://docs.google.com/document/d/1vxXVK4ZUGk4GLd1ierWVow03O3uNJ2WMBpg1G1S1ZBg/edit?usp=sharing">https://docs.google.com/document/d/1vxXVK4ZUGk4GLd1ierWVow03O3uNJ2WMBpg1G1S1ZBg/edit?usp=sharing</a>	<a href="https://forms.gle/6px92xdfAEv9xxsh8">https://forms.gle/6px92xdfAEv9xxsh8</a> <a href="https://docs.google.com/document/d/1uBhc0WYbYoYAWoM38Aoct7iIHIZHdoWgVmmnie61Nq/edit?usp=sharing">https://docs.google.com/document/d/1uBhc0WYbYoYAWoM38Aoct7iIHIZHdoWgVmmnie61Nq/edit?usp=sharing</a>

**Additional Info - Will have a test on the topic on Monday.**

My sister also mention that players that are just students can actually ask for help with their homework in this game as well and they can actually learn something about a particular subject too. What really is awesome about this game are the players that have the teacher role,

they actually have to come up with lesson plans and “teach” their classrooms like an actual teacher. I think all this is a great way for teacher to use this role-playing game as a great teaching tool, especially since the new generation are playing this game for fun already! My sister also told me that about 120 people logs in to play this game every day. Furthermore, since this game is very broad, there can be many subject areas and topics that this game can be used as a great teaching tool. Students can just be in the game to learn about whichever subject and topic that they want to learn. The PEMS game also has a discord server that the players can come together as either students or teachers/administrators where they can discuss about some class assignments in the game as well as the “student” players ask questions on how to complete their assignments. I see a lot of education involved in this game and it really amazes me how all the players in this game are in it purely for fun.

Lastly, I also would like to quote the mission from the Roblox team: "Roblox's mission is to bring the world together through play. We enable anyone to imagine, create, and have fun with friends as they explore millions of immersive 3D experiences, all built by a global community of developers," (Roblox Corporation, n.d.).

#### Reference

Roblox Corporation. (n.d.). *What is Roblox?* Retrieved from roblox.com: <https://corp.roblox.com/>

#### **Discussion Board Introduction:**

Hi everyone,

Gaming can be a very educational approach to all kinds of learning. In my example post, I mentioned how this particular game can be very beneficial for the students who are into role playing games. Role playing games can have many educational approach in them, more likely

with the English subject, since there can be a lot of literacy into those types of games. Taking a look at my initial post for this discussion, think about what other kinds of games you think will be educational for the students as well as the educators. Educators can most definitely also use the example game that I have mentioned as well since that game involves a lot of real-life strategies with lesson planning and gaining additional knowledge that the instructors possibly didn't have before.

As I looked at this week's discussion, it also got me to think how we can blend gaming with feedback and assessment? Especially with role play games, which can also have a group of people giving each other feedback on how they are role playing that all can target the English subject. Role plays can also be text where the individuals would need to write out certain scenes, which all is literacy. There are many role-playing websites out there, like Roblox, that is also age appropriate for all age groups, and there are feedback on how one role plays in those sites. That is also something to think about.

If you can, add a screenshot of the gaming sites that you have used like the one I have done above, and also try to hyperlink the site that you are using as an example if the game you choose is from a site.

Me and April look forward to hearing from all of you soon!

- Tanem Coskun

**Moderation Emails:**

**Subject:** Discussion: 7-Assessment/Feedback/Games

**Message:** Hi everyone! I hope you all have a wonderful week as we dive into session 7! I am happy to say that I will be one of your moderators for this week's discussion post!

This week we will be exploring the issues we might face with giving advancement and feedback to new teachers/trainers. Our textbook, *Grown Up Digital*, mentions exactly this issue with new instructors needing some ability to advance since only having a job may not be enough as they need to know how to improve.

For this week's discussion, please select one of the following questions to come up with your own plan:

1) What plan can you develop for your educational institution that would include advancement (perhaps with tech)?

2) How can integrate technology as part of an instructor feedback system?

If you are not interested in the administrative aspect, then think about how we can use gaming to learn about leadership skills. Therefore, if you didn't like the previous two questions, then think about this one:

3) Look at the games available for today's gaming consoles (Wii, PSP, Xbox, etc.) and identify a game that could be used in schools and what subject areas and topics that that game could be used for as a teaching tool.

I cannot wait to read what each of you comes up with! Like always, if you have any questions about this week's discussion, please feel free to message me and I will be more than happy to help the best way that I can!

Good luck!

- Tanem Coskun

**Subject:** Discussion: 7-Assessment/Feedback/Games Reminder!

**Message:** Happy Friday everyone!

I hope your week has been going well so far! We are more than halfway through session 7, and I wanted to send another reminder email today since we are near the weekend where most of you will have more free time to work on your assignments! I really enjoyed reading through the posts so far and there are a lot of great ideas and suggestions that you guys came up with! I never realized that most games have a lot to do with literacy, which is one of the core subjects that students need to learn, and it is amazing to know that most games involve a lot of reading that can help enhance the students' reading skills. I have also seen some of you mentioned how we can use feedback through technology rather it's through online surveys, digital rubrics, and shared google documents! I cannot wait to read more posts from those that haven't posted yet since there are a lot more strategies when it comes to technology and games! This week has been a very interesting and fun week to participate in since technology and gaming can make almost everything more fun to learn! As always, please feel free to message me if you have any questions about this week's discussion post!

I want to end this by saying have a great weekend!

- Tanem Coskun

**Subject:** The Ending of Discussion: 7- Assessment/Feedback/Games!

**Message:** Hi everyone!

I hope you all had a wonderful week and a great weekend last week! We are coming near to the end of season 7 as today is the last day for season 7 discussion board posts! I will continue to keep an eye out for additional posts today from those that haven't posted yet until Dr. Cavanaugh starts grading all the assignments for season 7. Additionally, I for one really enjoyed reading and interacting with all of you as you all provided such amazing ideas and strategies we all can use

rather for educational gaming ideas, digital feedback strategies for instructors, or techniques for educational institution that would include digital advancement!

Isn't it amazing to see how technology can make so many things easier and more fun for us?

Especially when it comes to games! I saw many of you mention how educational many games can be, especially games that I never thought would have anything to do with education. It's amazing to see that children can actually learn a lot by playing games in which we always thought that would do more harm than good, which can also be the other way around. Games do teach our kids things that we wouldn't want them to learn, but it can also teach them to use great literacy skills, leadership skills, and even critical thinking! Some games require their players to go on quests or to solve certain puzzles in order to win, and that on its own will cause the students to develop both leadership and critical thinking skills. Of course all will be tide to literacy! I also saw many mentions of the *Minecraft* game! It's so amazing how such a game could have such an impact on our students, especially have it can be used in more than one educational purposes with so many subjects! *Minecraft* as so many gaming options where the players can choose what kind of game they would like to play in *Minecraft* and that game will always have some kind of an educational purpose in it, which is amazing! I have suggested *Roblox*, which is very similar to *Minecraft* as well and worth checking out!

Technology through feedback is also very important for instructors to use to get many feedback. I also loved reading about all of your posts about so many different ways we can use technology for feedback purposes! You guys came up with amazing feedback ideas from online surveys, digital rubrics, and even good documents is also a great way to provide feedback through technology! One of you even mentioned that instructors should have more than yearly feedback and evaluation, which I completely agree with! There are a lot of information that can be learned

by the instructors, but by the time the need evaluation and feedback comes in, it can be long forgotten unless it is written down somewhere.

Not many of you chose to talk about what plan can be developed for the educational institution that you work with that would include advancement by using technology. I have also thought about this topic as well since I always like to think of many ways that could help develop my educational institution advance in so many ways. Going back to my personal workforce. I work in the Telepresence department here at UNF and we do a lot of planning and advancement in our technology. Currently, my supervisor is thinking of upgrading one of our Telepresence rooms for better technology to help support our Faculty a bit more with more higher quality equipment.

There is a lot of planning and budgeting involved in making this plan come to reality! Let's end off this session with you thinking about what kinds of development plans you guys can come up with for your educational institution that could advance your institution by using technology?

Overall, I had really fun and enjoyed reading each and everyone of your posts! Like I have mentioned before, I will continue to check up on season 7's discussions and try to reply to those that might post this week until Dr. Cavanaugh starts grading. Thank you guys so much for proving me with so many new ideas and opening my eyes a bit more with so many games and feedbacks that can be used in so many different ways by the use of technology! I hope you guys will enjoy our next sessions and I hope we all will have a great rest of the semester!

Best,

Tanem Coskun

**Additional Response to April's Post:**

Hi everyone!

I just want to pop in here too with April and say that I completely agree with her! All of you guys so far provided amazing strategies for this week's discussion post! I also enjoyed reading all of the posts so far, especially how I learn so much from each of you! Like I mentioned in my email, I never realized how there can be a lot of literacy in gaming that gamers can enhance their reading skills by just having fun playing games! One thing I didn't mention in my email that I can't believe I missed is how one of your classmates mentioning that gaming with other people can also teach the gamers leadership skills! I was so baffled when I read that post because it is true! Some gamers can be rude to one another because they are competing to win, and that could lead to one learning about leadership skills and strategies of how to defeat those players and win themselves! That is amazing to think about! I also loved reading about the different feedback ideas you guys came up with so far through technology! Just like how April said, you guys came up with amazing feedback ideas from online surveys, digital rubrics, and even good documents is also a great way to provide feedback through technology! I cannot wait to read more posts from the rest of you and see all other amazing ideas that I will have the pleasure of reading! Keep posting!

**Replying to Replies for My Post:**

Hi Jill,

I'm so excited to see someone reply to my post about the Roblox games and especially the PEMS role play game! This game is fantastic for teaching student to learn so many variety of subjects! Going back to what you said if any games on Roblox could target older players like 18-23, it got me thinking that the game example I provided could be used for even teachers that are much older! I can see teachers using the games in the School Community section of this site so

they can create fun lesson plans and possibly maybe even share them to the younger players in the game. I could also definitely see this PEMS game to be used in classroom as fun class assignments like writing down what they learned and what subject while in the game and also the teachers could participate too. I can also see this game being used in a more professional setting where administrators will have their teachers create lesson plans and submit them to the PEMS game for the players to look over them and even use the teaching tools provided by *real* professional teachers!

Hi Chrystal,

I have heard a lot about this game too, and played the game before myself, but I also never saw that there were these types of features in this game too! There is also a discord server about the PEMS game where all the administrators in the game are administrators on the discord server too. It is so awesome how kids these days want to play games that are so educational!

Hi Karole,

Yes Roblox also as a subscriptions option that parents pay, like Robux as you said, which the players use to buy in-game outfits and also unlock certain parts of a game in the site. Unfortunately, some games need to make money somewhere and that's how they wanted to pursue in it, and this is Roblox's way of getting some money from their players.

Hi Amber,

Wow! I didn't know students play Roblox in classrooms already! That is so awesome! Isn't it amazing how a game could be so fun to the players and educational as well? More so

where they play the game all for fun and not just in the classrooms? I would definitely highly recommend using this game in your classrooms too, but make sure to keep researching about it to see if its best to use in your classroom.

### **Moderation Discussion Replies:**

Hi Kayla,

Those are some great points that you brought out to us about how these teachers can provide great resources for their students for this new generation. Technology is everywhere and it is very important for the teachers to know that and try to implement teaching with technology to their classrooms. I personally love gamification since it's a great way to motivate the students consistently and provide long-term engagement. I found this great post ([link here](#)) of the benefits and limitations of using gamification in our teaching. There are great strategies and tips that we can use as educators to help use gamification the best way possible. One of those tips is to “ensure the teacher or supervisor is familiar with the gamified software, and trained and supported as necessary,” (Australian Government: Department of Education, Skills and Employment, 2020), which falls under assessing the teachers, trainers, and supervisors. Just like how you pointed out, the teacher would first need to be trained on how to use the gamification software before they implement it to their teaching, and I think this site is a great tool we can use before we start implementing gamification. Overall, I love all the other tools that you brought up in your post. Great job!

### Reference

- Australian Government: Department of Education, Skills and Employment. (2020, March 20). *Gamification*. Retrieved from <https://www.education.gov.au/https://www.education.gov.au/national-stem-education-resources-toolkit/gamification>
- Roblox Corporation. (n.d.). *What is Roblox?* Retrieved from [roblox.com: https://corp.roblox.com/](https://corp.roblox.com/)

Hi Jill,

All I can say is, “Wow!” You provided so many games that can be used for education, and I never thought about most of those games before. I have always thought that some of those games you mentioned like “Call of Duty” and “World of Warcraft” were mainly war type and fighting games that couldn’t possibly have anything to do with educating the players in my opinion. However, I have always thought, and I mentioned it in my introduction post to this discussion, that every single game will have something to do with literacy. Since most games need some type of dialogue to proceed as well as instructions on how to play certain games, I can educate their players in some shape or form. Going back to your son, I have never thought about some games actually teaching their players some leadership skills, then again I have never been a gamer so I wouldn’t know, but now I can see how some games nowadays can provide great leadership skills to their players. I am thinking about some games in my head right now that will have many quests that the players would have to follow in order to proceed higher in level. Overall, I really enjoyed your post as it got me a lot to think about! Amazing game mentions!

Hi April,

I can see how frustrating that could be to run around and find one of the administrators that can help give you feedback on your workload for your classroom. I do not understand why the administrators would not provide a schedule meeting for each of you individually, but I can see how reverting to technology with the feedbacks can also be hard since face-to-face interactions can also be desired to some administrators. Instead maybe they could schedule each

of you for a meeting to give you feedback that way. Furthermore, going back to feedback through technology, I do agree with you that trying to meet up on an online platform could make thing much easier for you guys to get the feedback that you would need. I would also think a virtual platform like Zoom could also be a good way to be provided the feedback that you would need so that you can have one-on-one interaction with the administrator since maybe digital rubric might not be enough? Then again, I'm not sure how the feedback system works for your workplace either. Nevertheless, I do agree with your suggestions for your workplace and I really hope that your administrators would also agree with you and set up a great feedback through technology!

Hi Jodi,

I read your post yesterday but I had to leave work before I could reply back; however, ever since I read your post, questions popped in my head on how surveys can be used to provide feedback to those taking the survey. Then I realized that the online surveys could be like a "quiz" that the trainee/instructors could use to better their skills and get feedback after the "quiz," in this case the survey. I never thought about it that way! I can also see how these surveys can be beneficial to those that doesn't have a lot of time to sit with their supervisors and listen to the feedbacks face-to-face since we know that everyone is busy and just don't have enough time for that! This also reminds me of April's post where she and her colleges would have to run away to find their administrators to provide them with feedback that they need. You can see that there are not that much time to provide feedback, therefore, I see this great strategy to be best used for those that are less time on their hands!

Hi Waheeda,

Thank you so much for sharing this game to us! It looks so fun for the students to play in order to learn more about geography, history and animals' habitats all in this one game. I would also hope to explore it a little further to see if there could be any other possible subjects that can be taught in this game as well. I can see this game being used in school since it looks like a complete game mostly for education purposes on its own, so I would like to search more about it. It would be fascinating if teachers can make lesson plans as this game being one of the classroom activities that the students can participate in with the winner of most questions right earning a candy for an award!

Hi Amanda,

I love your idea about gamifying a feedback system with different scenarios of how certain situations could have been. I think it is really hard for employees to give feedback to their administrators in fear that they might say something wrong that might upset their supervisors. In my job, I don't think there is any feedback system at all, but the only feedback they require me to do is only feedback about myself and how I feel I did on doing my job right. In my case, I find that weird that I have to evaluate myself because it is nearly impossible or just really hard to say bad things about yourself. Furthermore, I do like the idea you came up with by gamifying the feedback system, but I feel like that might not go through too many companies though since employers might not see the need in making feedbacks fun and interesting for their employees. It is a good idea though and hopefully we can see it come to live in some companies!

Hi Darren,

Wow! That is such an amazing game and I wish I knew such a game ever existed and wish we played that in my school as well! As I was reading through your post, this game seemed to remind me a lot about Monopoly because of how the players would need to handle money by buying land to get more money etc., however, this game you mentioned does so much more! I never heard of this game before, but the way you described it, I think it is a perfect game to bring to a math or Economics classroom and have the students learn by playing this game and having fun doing it. What I really love about this game is that not only does it teach the players about math and Economics, but it also teaching them about real life crisis like tornados, droughts, pests, and dust storms ruining your farms and you need to find a way and money to rebuild or fix the damage that was done. I will definitely look into this game and possibly play it all for fun with my family as one of our family game nights!

Hi Shelby,

That is such a great way to both be safe in what is happening in the world today and also finding a great opportunity to give feedback through technology. I never heard of iObservation but how you described it, I do see it as a great way to have the teachers keep track of their feedbacks about themselves like evaluating themselves. I also like what you mention about how iObservation keeps all records for teachers so when they switch districts or more to a new school, the previous feedbacks and observations will still all be there for the new administrators as well as for the teachers themselves so that they can have a way to go back on their previous observations to better themselves.

Hi Maria,

Wow! I never thought that Minecraft can be used in an education setting as well! I have used Roblox in my post, and I think Minecraft is a close sister to it. I never really researched much about Minecraft, not like I did for Roblox, but after reading your post I will definitely keep an open mind on this game as well. I have, however, seen that there are also many games build in this one game in the Minecraft world, but I didn't know a game that could tell a story is one of them! I have seen a game in Minecraft where the players build houses together and get creative that way, but also telling stories to one another is also awesome! I think Minecraft is also like a role-playing game, much like Roblox too, so I can definitely see some more subjects on reading in this game.

Hi Chrystal,

That sounds like a wonderful game! Economics is a very important subject for the students to learn since it deals with a lot that the students would need to know when they start working and earning money of their own. There will be a lot of Economics that students would have to use when they are independent, therefore, this game is a great way to have the students be introduced to how money is earned and spend as well as how one can invest using money!

Hi John,

Nice! Your post is the second one that Minecraft was suggested in, and I should definitely check it out now since more of you has suggested it! I didn't know Minecraft can be used in so many other subject too and not just Reading like the other post mentioned. Wouldn't this be a great game to let many students play and be educated at the same time? Furthermore, going back to the second game that you mentioned, I never heard of "*Carmen, San Diego*" but I

would definitely love to invest in it some more too! That is so great that this game helped you with your fear of flying and it also seems like a great way to teach the students about history and geography. I will definitely look into this game more and see all the other educational features it might have for students to learn!

Hi Isaiah,

The game that you suggested, "*Among Us*," reminds me a lot of another game that is quite similar called "*The Mafia*," where everyone have to team up to find the murderer among them. I love how the game you suggested involves a lot of critical thinking and important life skills that the students can apply anywhere. However, I would want to do more research for this game since you mentioned that it has some violence and can cause some heated arguments, so I wouldn't want to use this game in an educational aspect to some students without playing it myself in order to know for sure how safe and well this game can be for the students. Thank you for suggesting the game to us, and I will definitely look into it!

Hi Karole,

I was so excited as I read your post because you suggested the same game as me, which is *Roblox*! I know that game play on *Roblox* too where the players create their own theme park, and I can see a lot of STEM being learned in that game too. You are I believe the third person I read so far who introduced *Minecraft* in season 7's discussion post! I have mentioned it before and I will mention it again, I can see a lot of similarities between *Minecraft* and *Roblox*. They both seem to be very similar in what kinds of games their players will play as well as the same kind of educational purpose they both can have for their players, and also the graphic between

the two games are also very similar. I remember the time that my sister introduced me to both these games that I confused both of them at time, but it seemed like players were more addicted to *Minecraft* in which I could never figure out why as I always had so much more fun playing *Roblox*.

Hi Amber,

Wow! *Minecraft* again! I definitely am considering researching more about this game as you are I believe the fourth person who has suggested *Minecraft* to us! One thing I love about *Minecraft* is that not only is it very similar to *Roblox*, but also because it can have educational purposes for variety of subjects! There are so many game options that the players can choose in order to play with, and each game seems to have a different kind of educational subject matter linked to it. I also really love the quote that you shared with us too where "students will explore finding an unknown variable by building and looking at math models in Minecraft." That is such a great way to introduce this game to the teachers for them to consider allowing their students use this game for many educational purposes!

Hi Wendy,

I love your suggestion about instructor feedback by using technology! Yes, I think evaluation should be done more often and not just once a year or yearly because I know that instructors will find some to grow periodically throughout the year. Some of what they improved on could also be forgotten by the time the next yearly evaluation come up, so I can definitely seem maybe a once-a-month feedback and evaluation would be great to have instructors keep

their learning in check. It can also help motivate them to want to learn and improve so much more as they can provide an objective and goals for themselves!

Hi Dejaunni,

Such a very thoughtful post! I never thought about the educational purpose for gamers who uses handsets! I am so glad that you went beyond in introducing to us a particular game, but you actually informed us how important and educational it is on *how* the students will play the games! Using a handset can be like a memory game where the players would have to know which buttons to push and when, so I can definitely see how educational that can be for the students. It would be like a miss and match puzzle games that the players need to figure out, which is an amazing way to think about how games could be used in educational purposes by looking at *how* the students will play them. I can see a lot of science being used if we have the students think about how the handsets were made to be used in gaming consoles like PlayStation.