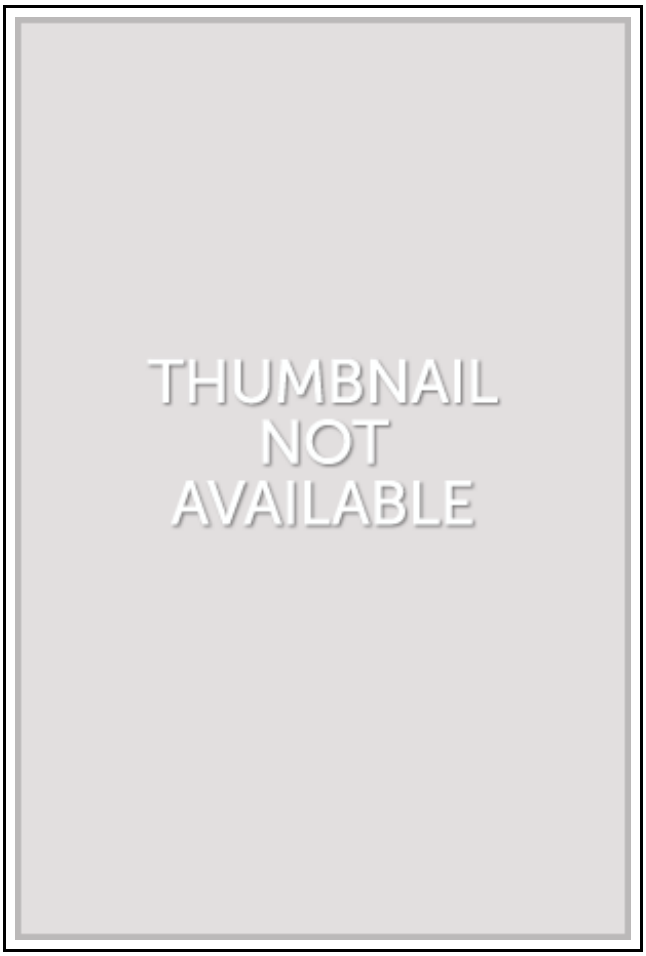
Stealth Assessment: Measuring and Supporting Learning in Video Games



Filesize: 3.72 MB

Reviews

The ebook is straightforward in read better to fully grasp. I could possibly comprehended every little thing out of this composed e pdf. I found out this ebook from my dad and i suggested this pdf to find out.

(Prof. Lorine Grimes)

STEALTH ASSESSMENT: MEASURING AND SUPPORTING LEARNING IN VIDEO GAMES

DOWNLOAD PDF

To read **Stealth Assessment: Measuring and Supporting Learning in Video Games** eBook, remember to refer to the web link below and save the file or gain access to other information which are related to STEALTH ASSESSMENT: MEASURING AND SUPPORTING LEARNING IN VIDEO GAMES ebook.

MIT Press Ltd. Paperback. Book Condition: new. BRAND NEW, Stealth Assessment: Measuring and Supporting Learning in Video Games, Valerie J. Shute, Matthew Ventura, To succeed in today's interconnected and complex world, workers need to be able to think systemically, creatively, and critically. Equipping K-16 students with these twenty-first-century competencies requires new thinking not only about what should be taught in school but also about how to develop valid assessments to measure and support these competencies. In Stealth Assessment, Valerie Shute and Matthew Ventura investigate an approach that embeds performance-based assessments in digital games. They argue that using well-designed games as vehicles to assess and support learning will help combat students' growing disengagement from school, provide dynamic and ongoing measures of learning processes and outcomes, and offer students opportunities to apply such complex competencies as creativity, problem solving, persistence, and collaboration. Embedding assessments within games provides a way to monitor players' progress toward targeted competencies and to use that information to support learning. Shute and Ventura discuss problems with such traditional assessment methods as multiple-choice questions, review evidence relating to digital games and learning, and illustrate the stealth-assessment approach with a set of assessments they are developing and embedding in the digital game Newton's Playground. These stealth assessments are intended to measure levels of creativity, persistence, and conceptual understanding of Newtonian physics during game play. Finally, they consider future research directions related to stealth assessment in education.

Read Stealth Assessment: Measuring and Supporting Learning in Video Games Online
Download PDF Stealth Assessment: Measuring and Supporting Learning in Video Games

You May Also Like

[PDF] TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (3-5 years) Intermediate (3)(Chinese Edition)

Follow the link listed below to read "TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (3-5 years) Intermediate (3)(Chinese Edition)" PDF document.

Save Book »

[PDF] TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (2-4 years old) in small classes (3)(Chinese Edition)

Follow the link listed below to read "TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (2-4 years old) in small classes (3)(Chinese Edition)" PDF document.

Save Book »

[PDF] California Version of Who Am I in the Lives of Children? an Introduction to Early Childhood Education, Enhanced Pearson Etext with Loose-Leaf Version -- Access Card Package

Follow the link listed below to read "California Version of Who Am I in the Lives of Children? an Introduction to Early Childhood Education, Enhanced Pearson Etext with Loose-Leaf Version -- Access Card Package" PDF document.

Save Book »

[PDF] Who Am I in the Lives of Children? an Introduction to Early Childhood Education, Enhanced Pearson Etext with Loose-Leaf Version -- Access Card Package

Follow the link listed below to read "Who Am I in the Lives of Children? an Introduction to Early Childhood Education, Enhanced Pearson Etext with Loose-Leaf Version -- Access Card Package" PDF document.

Save Book »

[PDF] Who am I in the Lives of Children? An Introduction to Early Childhood Education (Paperback)

Follow the link listed below to read "Who am I in the Lives of Children? An Introduction to Early Childhood Education (Paperback)" PDF document.

Save Book »

[PDF] Who Am I in the Lives of Children? an Introduction to Early Childhood Education with Enhanced Pearson Etext -- Access Card Package (Paperback)

Follow the link listed below to read "Who Am I in the Lives of Children? an Introduction to Early Childhood Education with Enhanced Pearson Etext -- Access Card Package (Paperback)" PDF document.

Save Book »