

Evaluatie van serious of simulation gaming

Op welke manier en in hoeverre is je game effectief?

Hoe meet en weet je dat?

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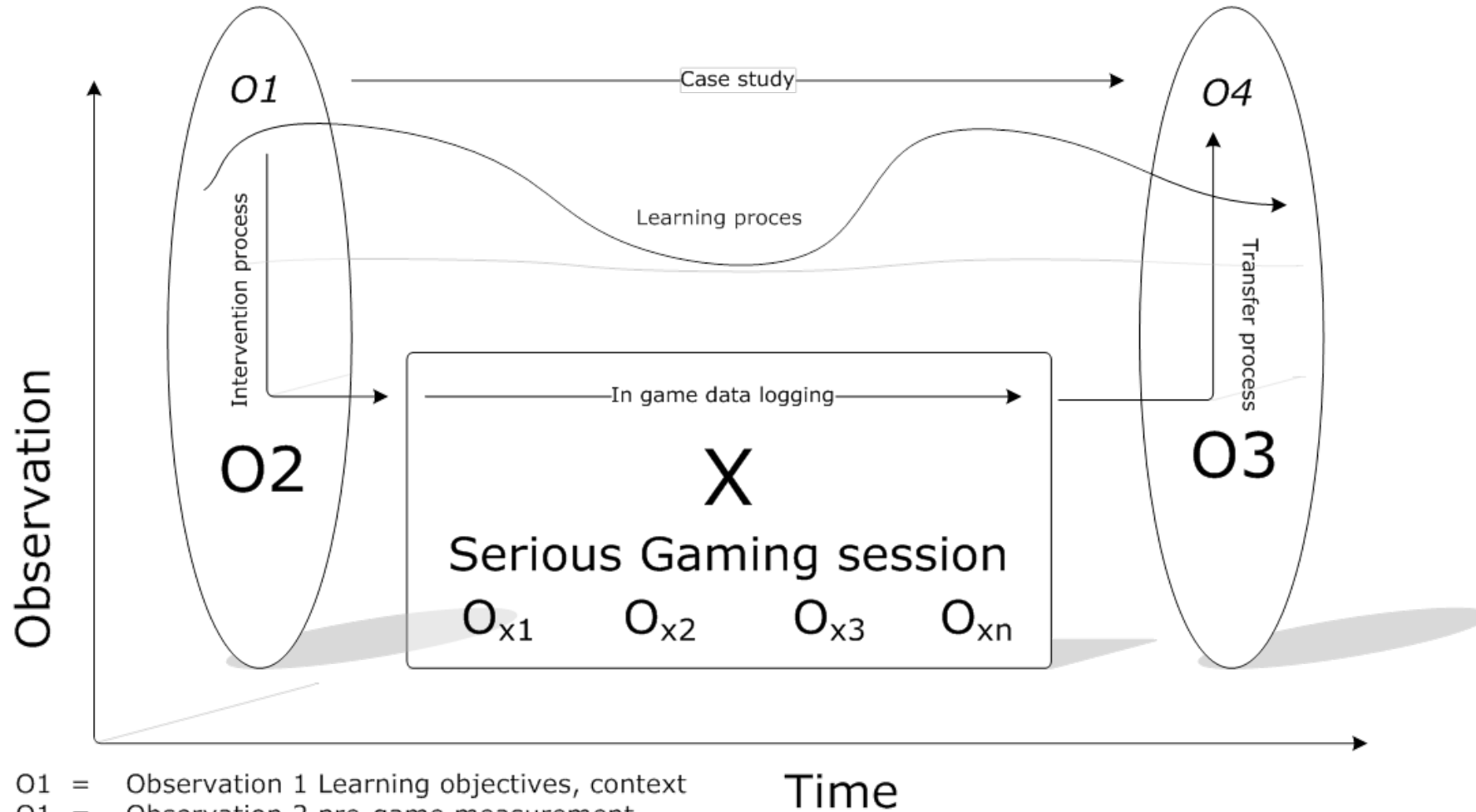
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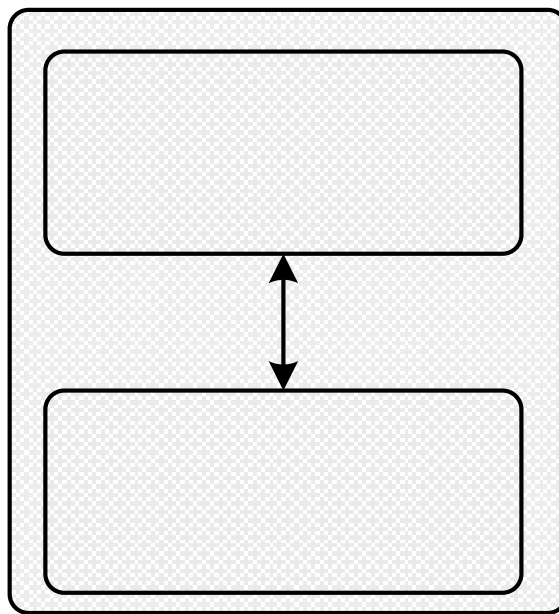


Quasi experimental design

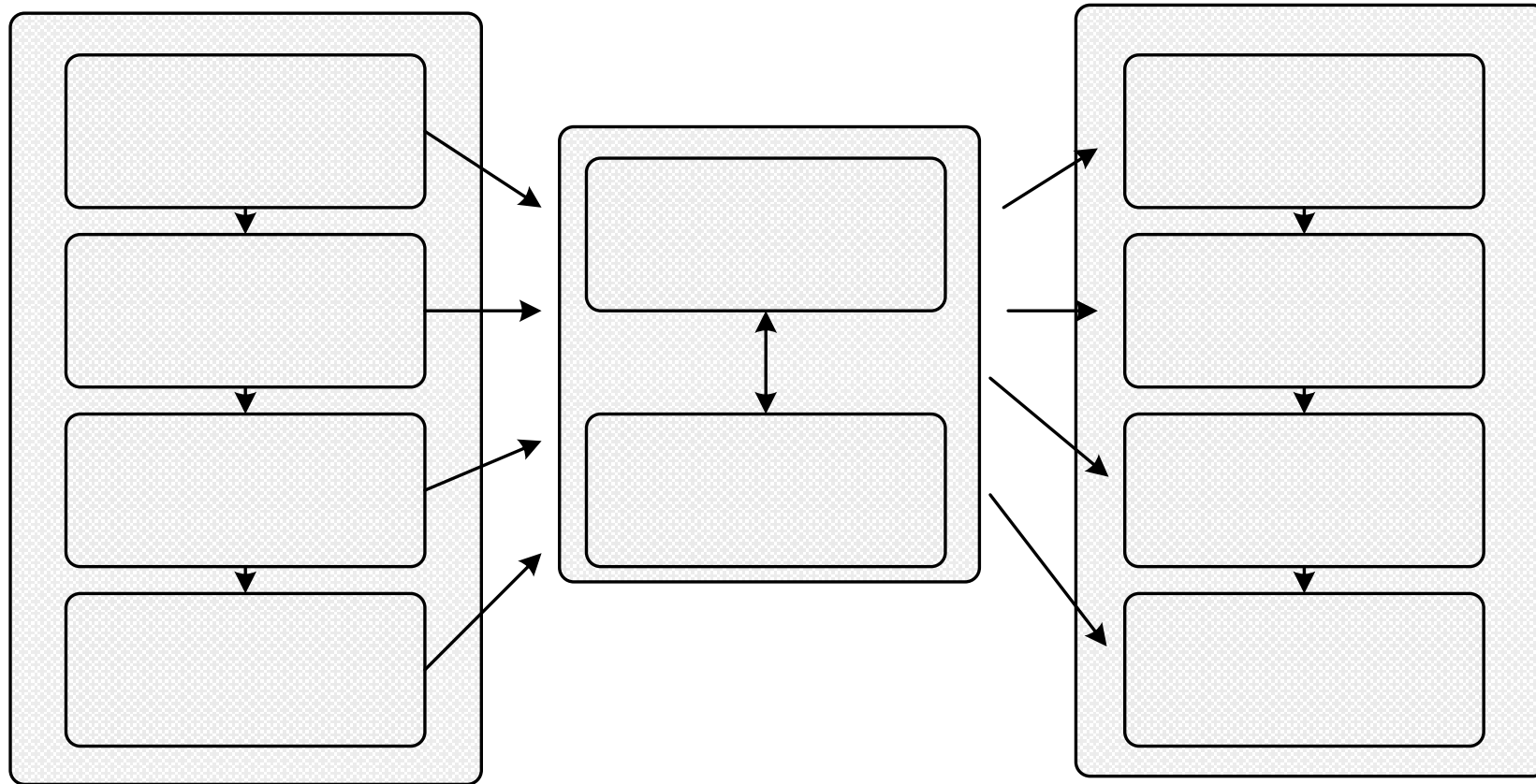


- O1 = Observation 1 Learning objectives, context
- O2 = Observation 2 pre-game measurement
- X_1 = Intervention = gaming session
- O3 = Observation 3 post game measurement
- $O_{x1...n}$ = In game observations / measurements
- O4 = Observation 4 Learning objectives, context

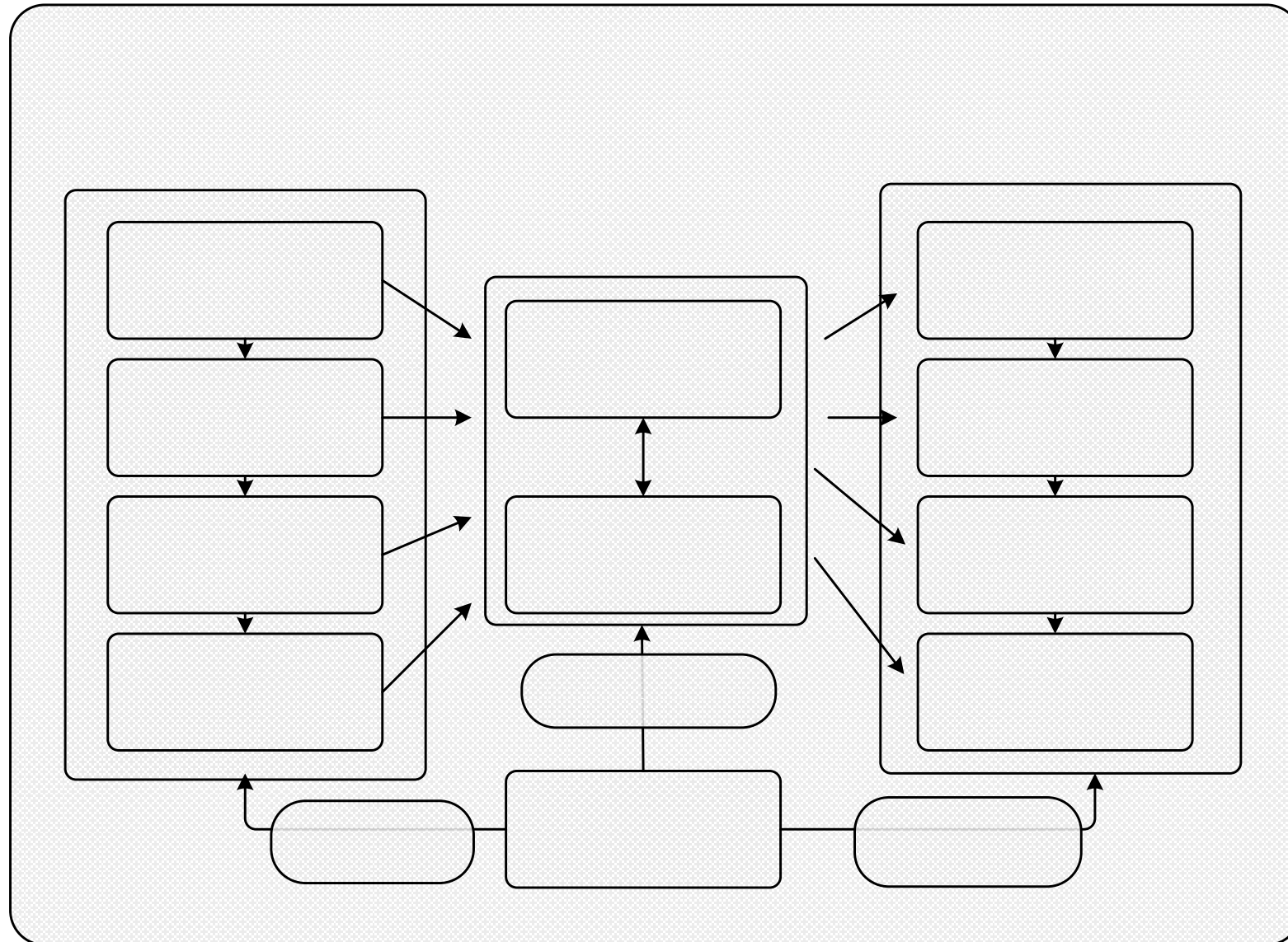
The dependent variable

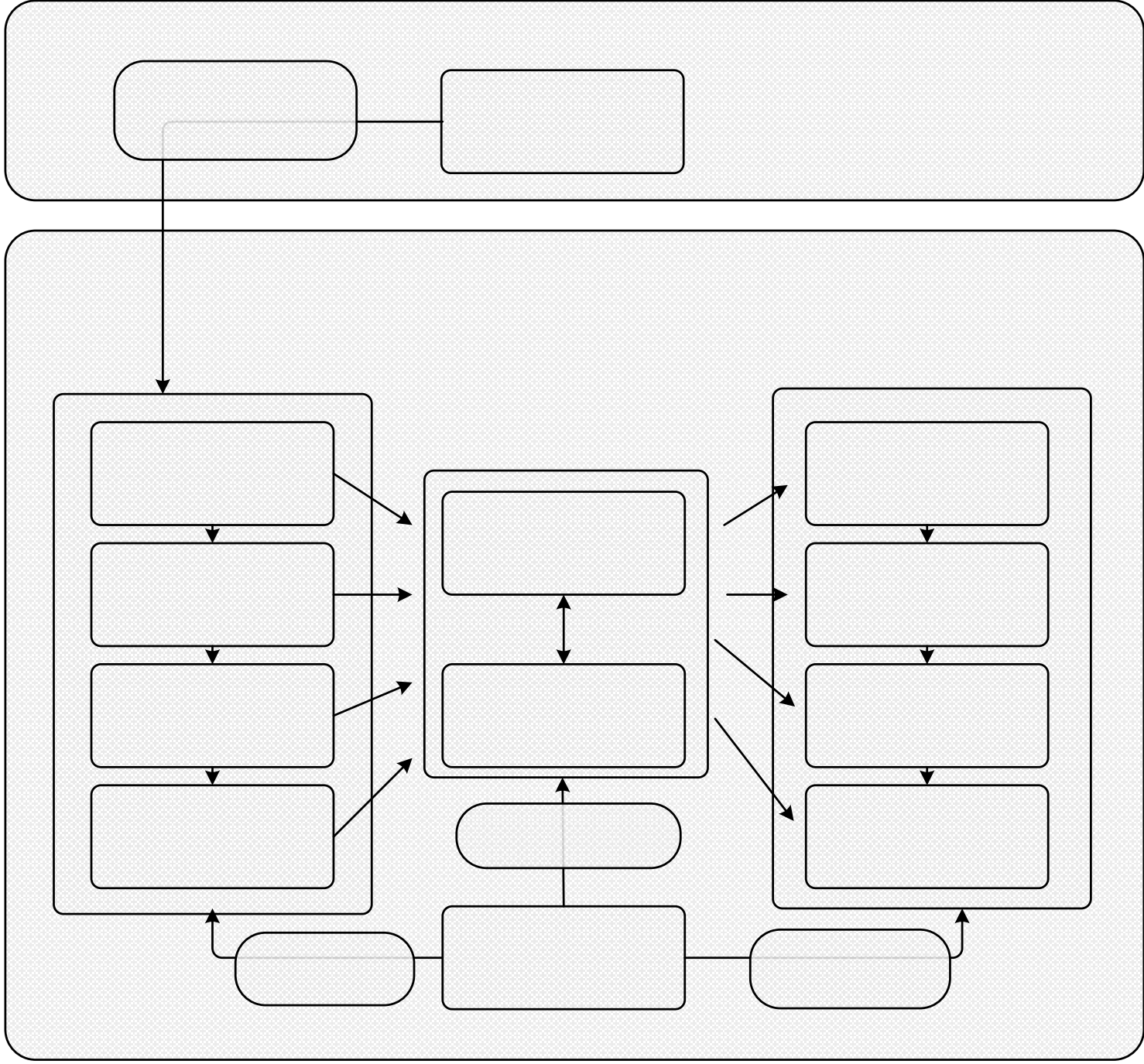


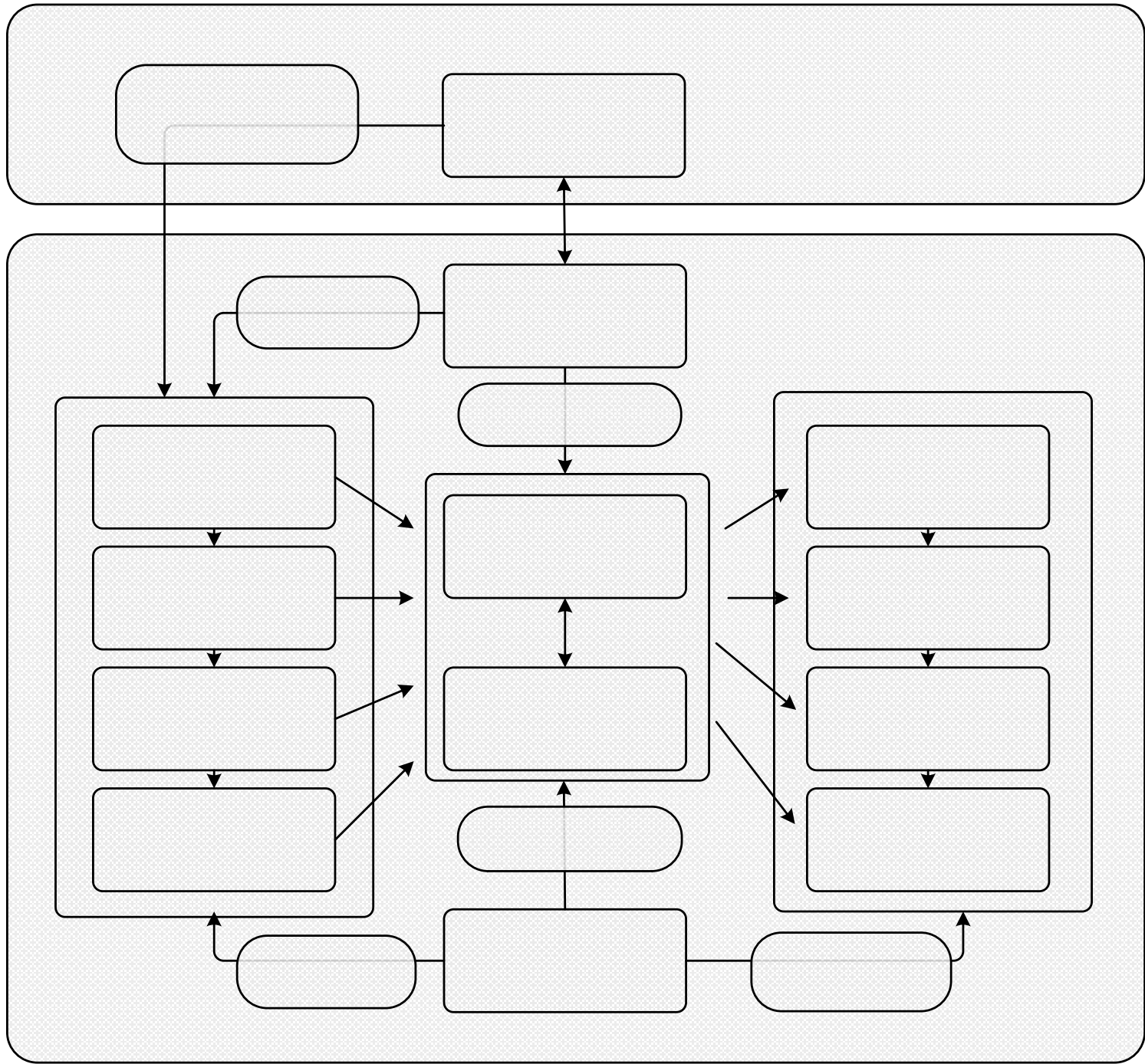
Independent variables

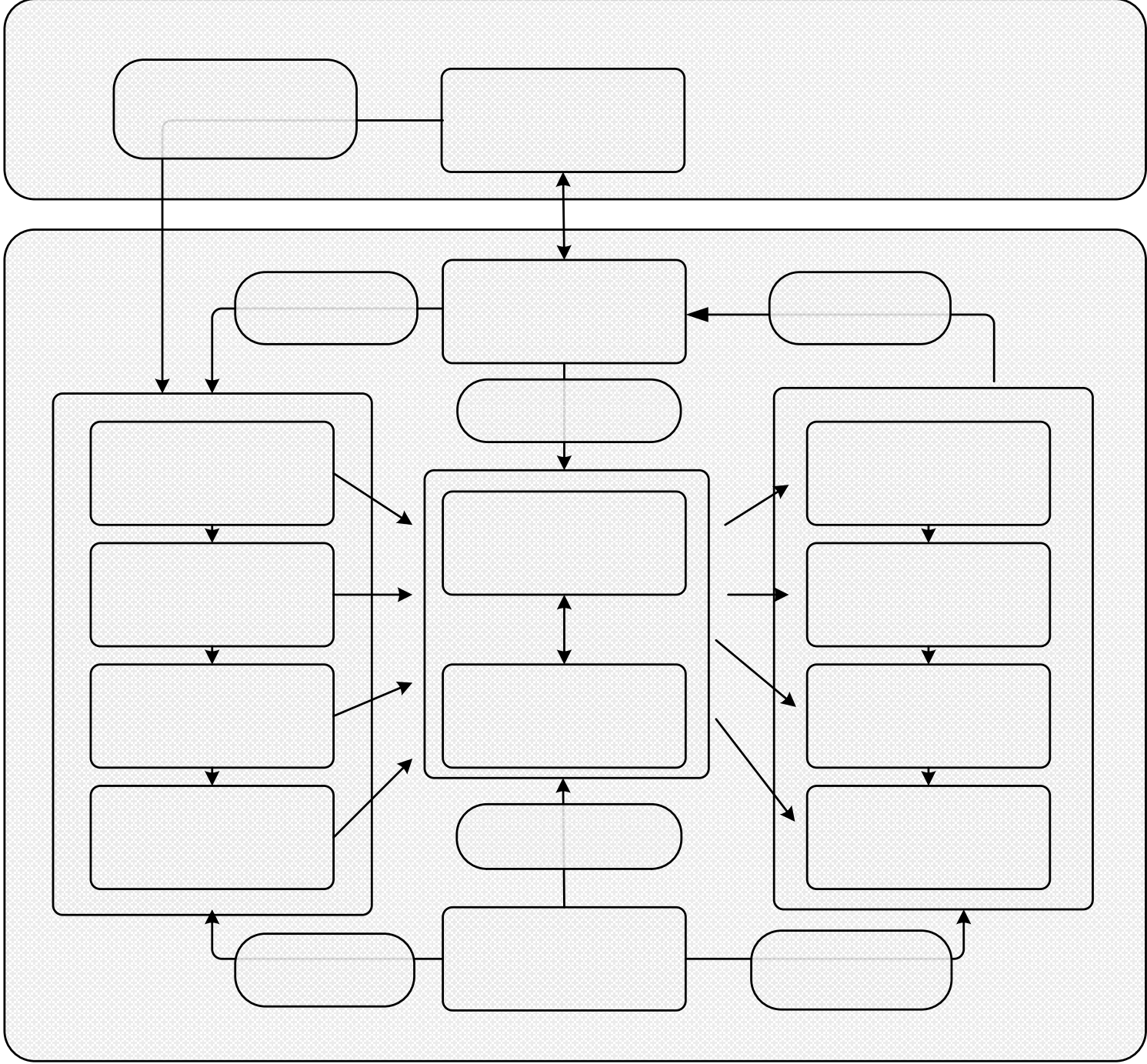


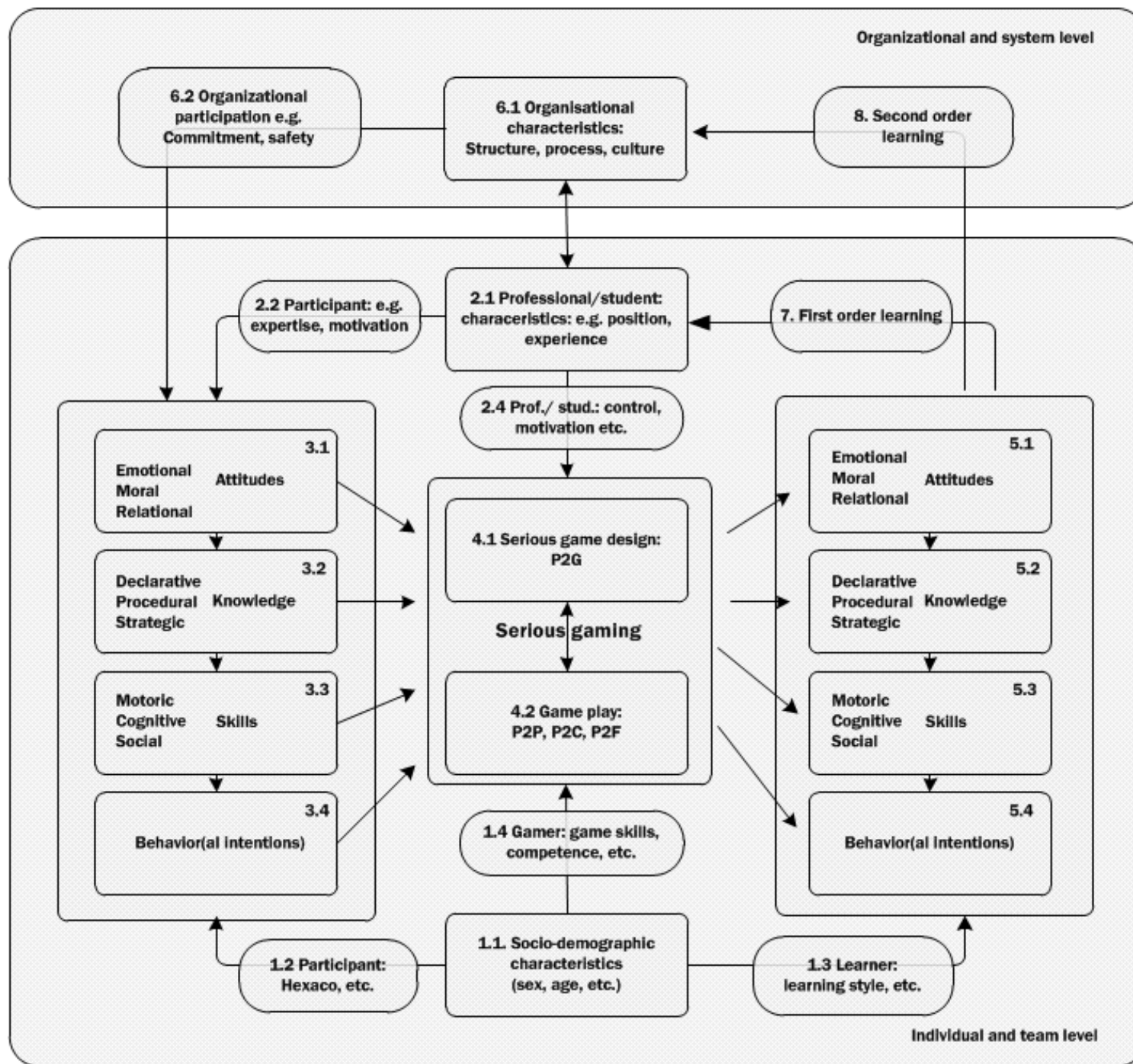
Intermediating variables











Tips & tricks

- Definieer duidelijke en realistische effect-/impactverwachtingen...
- ...realiserend in welk domein je opereert...
- ...en stem je onderzoeksontwerp daarop aan

- Gebruik zover nodig reeds gevalideerde vragenlijsten
- Gebruik bestaande software en raamwerken voor game analytics
Zie bijv. RAGE project met allerlei gratis softwaremodules: <http://rageproject.eu>