

EDTECH EVANGELIST: CONVERTING THE UNBELIEVERS



DAVID W. DEEDS
2016 SERIOUS PLAY CONFERENCE



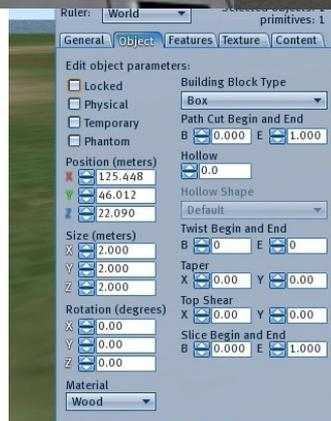
INTRODUCTION

- Teaching/training for 15 years, 50-50 split between higher ed and K-12 schools
- Currently the Technology Integrator for Yew Wah International Education School in Yantai, Shandong, China
- Original title: “Converting the Heathens”
- Focus groups say PC level is reasonable, but please maintain a sense of humor!
- No names of schools after this, not even countries (for my own safety!)
- Scope: Experiences trying to get educators to adopt Games-Based Learning (GBL)

SECOND LIFE



OPENSIMULATOR



MINECRAFT



WORLD OF WARCRAFT, OTHERS

A screenshot of the Funbrain website interface. The page features a blue header with the Funbrain logo and navigation buttons for math arcade, reading, fun arcade, playground, and all games. Below the header, there are sections for Most Popular, Number Games, and Word Games. A prominent yellow banner advertises the game 'Ghost Story Island' with a 'NOW AVAILABLE!' badge and a 'CLICK HERE' button. The 'By Grade' section lists options for Kindergarten, Grade 1, and Grade 2.

Funbrain

math arcade reading fun arcade playground all games

Most Popular

- Fun Arcade
- Reading Arcade
- Math Arcade
- Playground
- Loop Run
- Math Baseball
- Desert Day
- Vine Toss
- Swinx Fling
- When Was It

Number Games

- Bumble Numbers
- Mojo Rocks
- Math Basketball
- Mummy Hunt
- Soccer Shootout
- All Number Games
- Math Car Racing
- Pig Toss
- Eraber
- Night Swimmers
- Math Baseball

Word Games

- Grammar Go Fish
- The Shurly Fish

By Grade

Kindergarten
• Swinx Fling

Grade 1
• Apple Catch

Grade 2
• Bumble Numbers

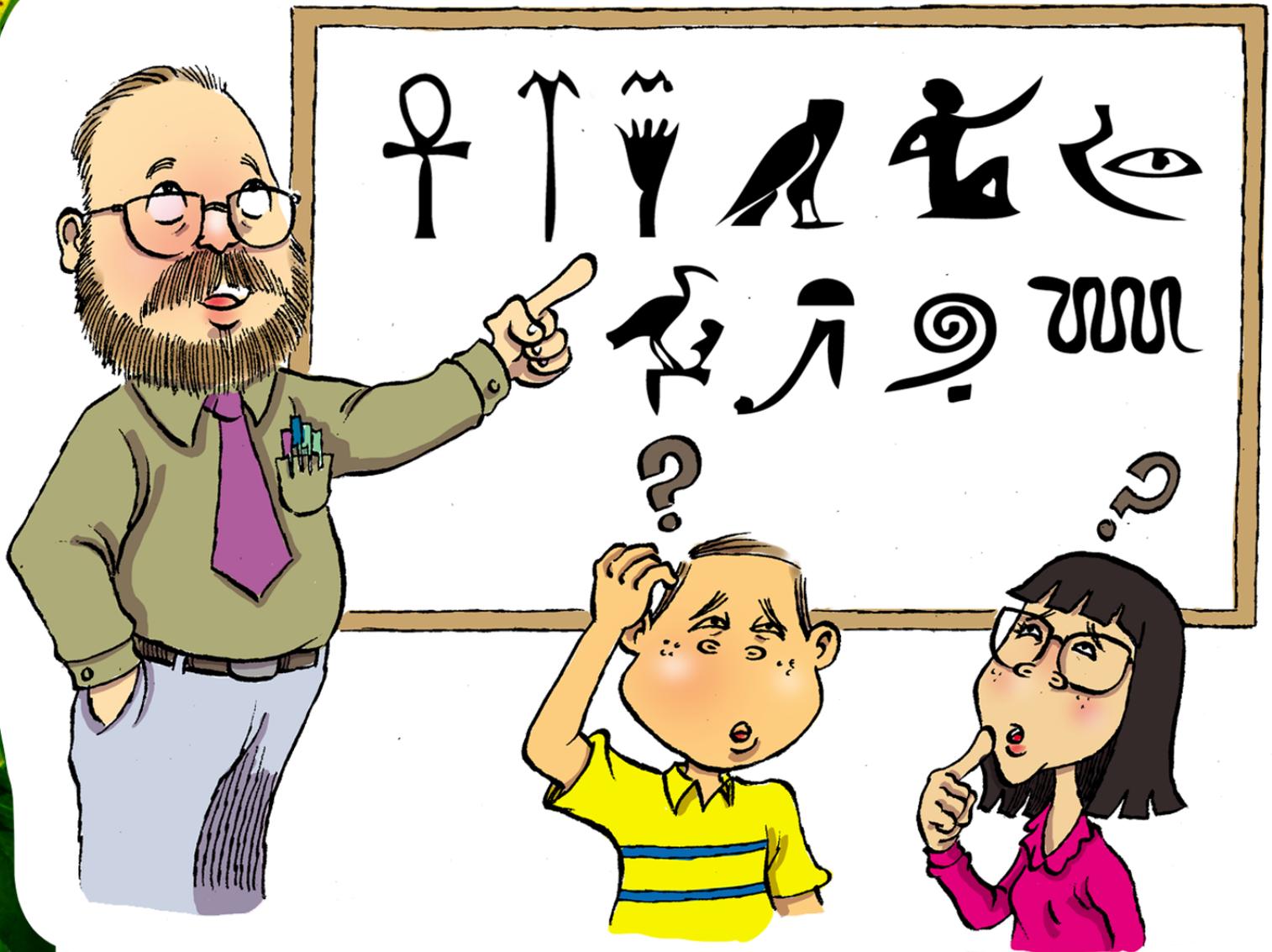
Ghost Story Island

NOW AVAILABLE!

CLICK HERE

THEY SAY HEALOCK HARBOR IS THE MOST HAUNTED TOWN IN ALL OF NEW ENGLAND. I GUESS HOPE TO SEE A GHOST!

IT'S ALL GEEK TO ME





IT'S ALL GEEK TO ME

- Professor in university's fledgling International Business Department
- Only entrance test students passed is: Daddy's check didn't bounce!
- Students couldn't: understand lectures, read the textbooks
- Started a Second Life cybercampus and soon had kids building, programming, running their own businesses, etc.
- Big success...only according to students!
- Most repressive words in education: "The way we've always done it."

YOU DON'T MESS WITH THE VB





YOU DON'T MESS WITH THE VB

- Professor in Computer Science Department
- “Votech” school (supposedly) preparing graduates for employment
- TV channels dedicated to showing kids playing computer games
- But Visual Basic was the pet subject of a tenured-for-life colleague
- All-too-common attitude: If it’s enjoyable, students can’t possibly be learning!
- Final blow: New PC labs featured graphics cards that couldn’t handle virtual worlds!

AVATARS DON'T STEAL SOULS





AVATARS DON'T STEAL SOULS

- Principal had hired me to introduce edtech, forgot to tell/ask the owners/directors
- Thought it'd be geeky-cool to create an avatar with the director's name
- She jumped up, genuflected, ran from the room crying and muttering
- Coworker told me: "She was praying that the avatar doesn't steal her soul."
- Went downhill rapidly from there: Everyone in virtual worlds is a child molester, avatars give girls body image issues, etc.
- Never underestimate cognitive dissonance!

THAT OLD RACK MAGIC

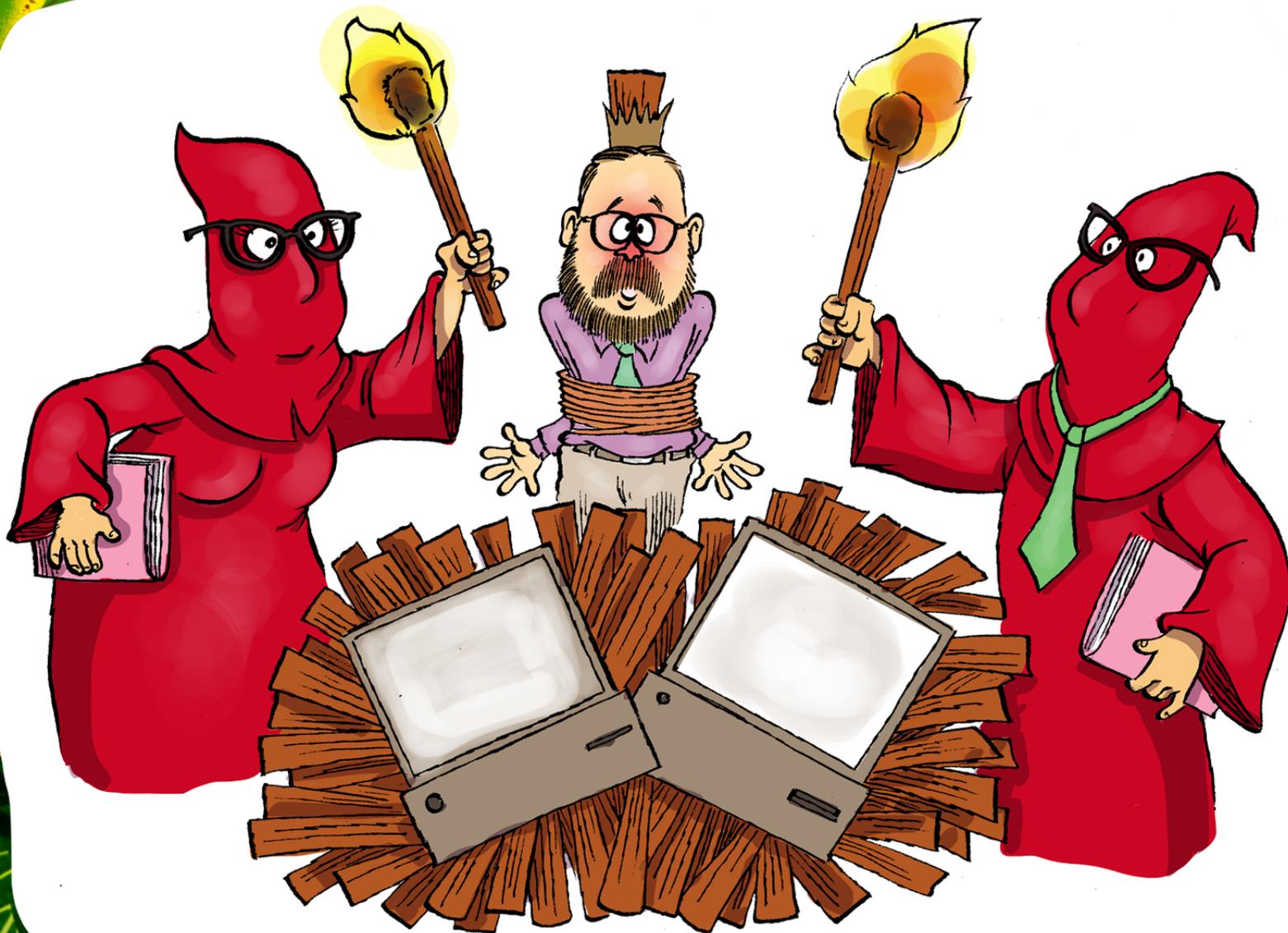




THAT OLD RACK MAGIC

- Not just Games-Based Learning, everything that involved technology was sheer evil!
- Buddies at the new wifi company installed a dish and router cheap (I wound up paying)
- Tried to explain how wifi works, directors accused me of making it up (“lying”)
- Later the (alleged) Tech Guy told me that they thought I was practicing black magic
- I can laugh about this stuff now, but it wasn’t always funny at the time
- Plenty of dinosaurs stomping around in education, they’re not extinct yet!

I DO EXPECT THE INQUISITION





I DO EXPECT THE INQUISITION

- Get the Monty Python reference?
- Things got a lot better: Biggest challenge was convincing the International Baccalaureate (IB) that GBL is valid
- Presented at lots of conferences (AACE, ISTE, etc.)...but never at an IB!
- Good news: Most of the stuff I do I'd never get away with in an American public school
- Bad news: Mainly in my classroom...or lab!
- Usually it's just people resisting change, they know they can get away with it!
- Admins need backbone to make progress

VIRTUAL/REAL-WORLD SKILLS





VIRTUAL/REAL-WORLD SKILLS

- Now here's a research topic, future PhDs!
- The higher the virtual-world skills, the lower the real-world skills!
- Met Greek guy in Second Life, asked me for one of my dissertation papers
- Did a search-and-replace, "Europe" for "Asia" and "Greece" for "Korea," then published it as his own!
- I try to keep the journal from getting sued, and they turn it into a pissing contest
- Perpetuate Virtual Worlders (Gamers) as an exclusive club, and we need to be inclusive!

BURSTING THE BUBBLES





BURSTING THE BUBBLES

- Schools tend to create and maintain cultural (organizational?) bubbles around themselves
- Those who don't fit in leave (by choice or not!) and the BS becomes self-perpetuating
- Lots of pop psychology masquerading as educational theory, plethora of hacks making big bucks selling it to suckers
- Chances are you're working for and/or with folks who believe this hippy-dippy crap!
- Need change management techniques: Who teachers are vs. what they do
- Teachers can change...esp. if they have to!

THIS SCHOOL AIN'T BIG ENOUGH...



Please note
conspicuous
absence of a
school logo. ;)



THIS SCHOOL AIN'T BIG ENOUGH...

- Big problem: bosses with big egos!
- Thinking they're experts on education in general is OK, but if they think they're gurus re: edtech, keep your head down!
- Was selected for three conferences, making announcements to whole staff
- Finally someone warned me: "You're the one getting recognized, not them!"
- Main problem is "paralysis by analysis"
- Inside/outside the classroom, you must be "inserted" into a leadership position
- Regardless, you need top-down support

THINKING OUTSIDE THE...

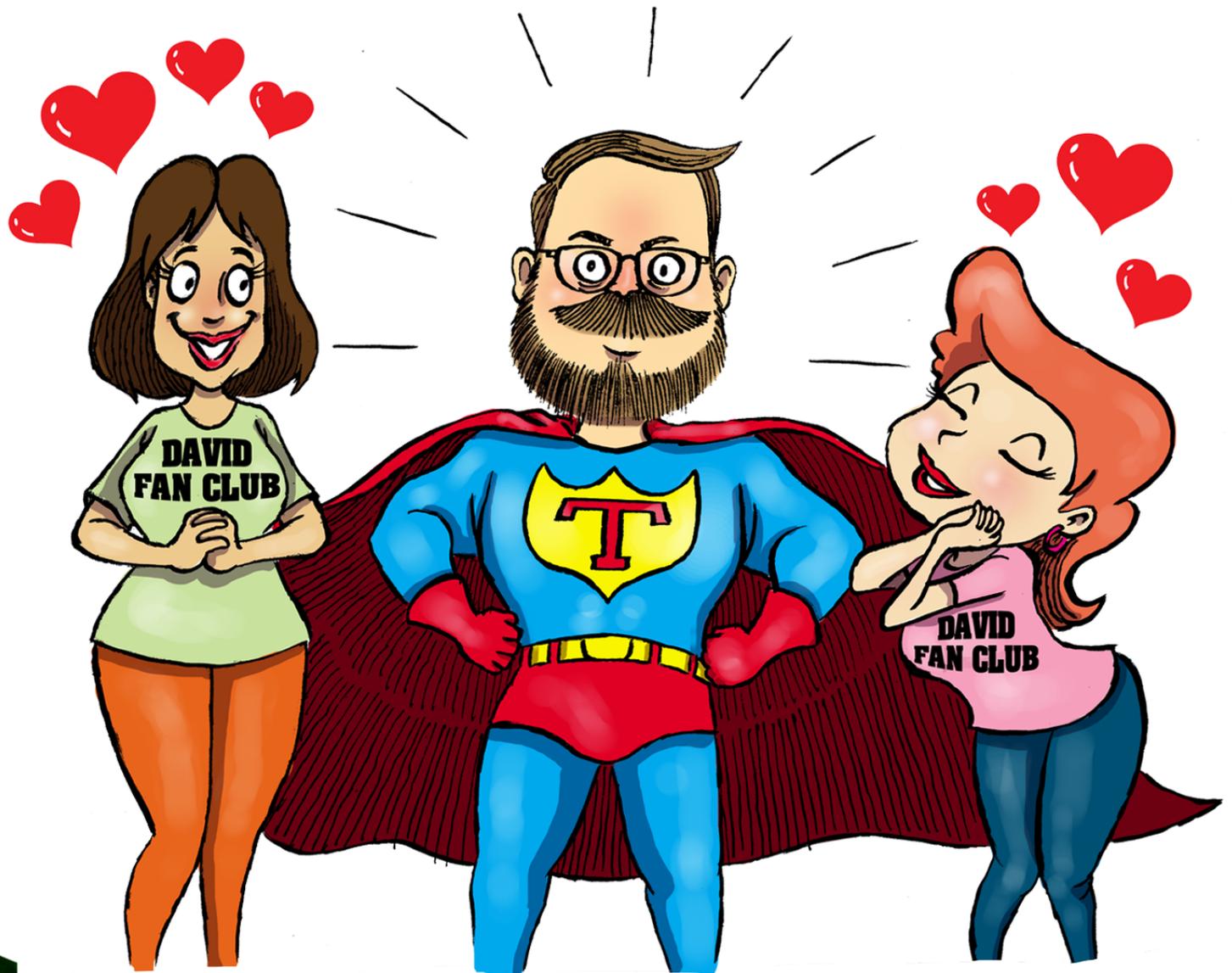




THINKING OUTSIDE THE...

- Myth: Only older teachers resistant to change; Truth: It's the youngest who are convinced they already know everything
- Being sneaky works: Introduce GBL via PBL (problem-solving, task-/goal-based work)
- Piggyback on other goals, such as cross-curricular/interdisciplinary units
- “Standards” is a magic word, and GBL can be touted for, e.g., implementing a skills matrix
- Start with a Technology Week, similar event
- Make GBL an “elective” for PD, teachers will do it just to have a break from PowerSchool!

FIGHTING FOR TRUTH, JUSTICE...



OPENSIMULATOR



MINECRAFT





HORIZON REPORT/SCOOP.IT

2016 NMC K-12 Horizon Report Preview:

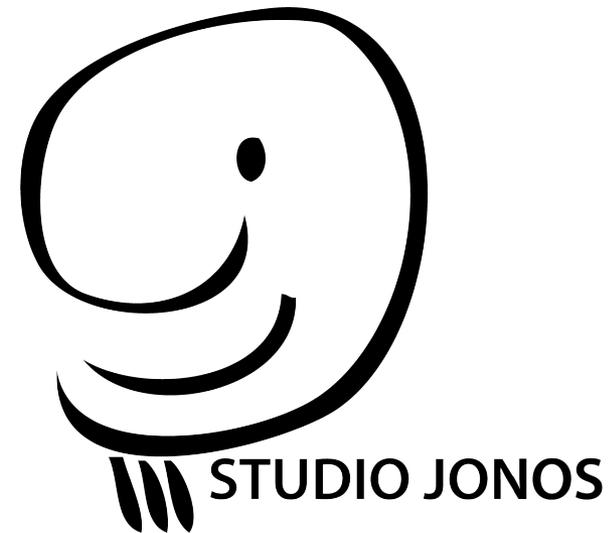
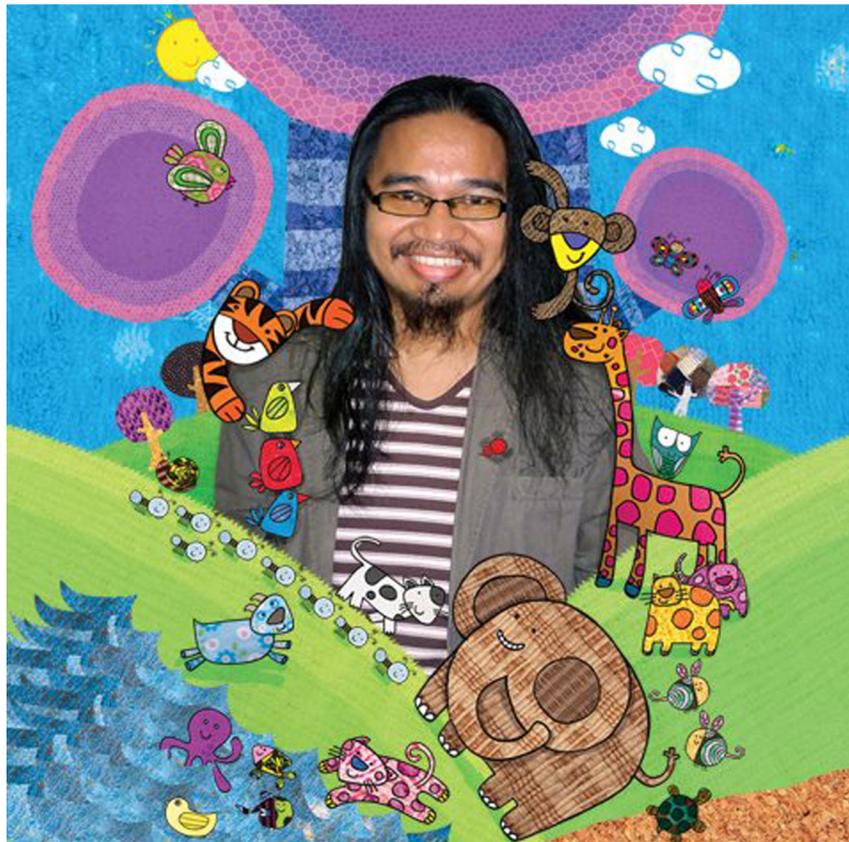
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Please follow my Scoop.it pages:

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QUESTIONS/COMMENTS?
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