

Support from Campus Leaders

Description:

Campus leadership supports the exploration of simulations and games in learning

Benefit

This support could increase visibility & funding for your innovative program.

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Faculty Advisory Group

Description:

This group encourages and supports faculty involvement with instructional technology projects.

Benefit

Faculty have greater ownership and influence in the program, creating a stronger campus community.

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Established Research Group

Description:

Research community of faculty and staff interested in educational games and simulations.

Benefit

This community will provide a base from which to build support for your program.

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Community Events

Description:

Hold community events to showcase effective examples of games and simulations for teaching and learning.

Benefit

Generates excitement, interest, and interaction among faculty and staff.

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Lunches and Gatherings

Description:

Hold regular lunches and gatherings for the simulations and games community

Benefit

Build and sustain the campus community.

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Climate of Innovation

Description:

A climate of innovation exists within the campus community.

Benefit

Developing an educational simulations and games program is facilitated by a climate open to experimentation and alternative educational styles.

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Staff	Experienced Gaming Staff
	<p>Description: Members of your existing staff are experienced game players.</p> <hr/> <p>Benefit A reduced learning curve—your team quickly understands game design principles and strategies.</p>
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Staff	Campus Staff Network
	<p>Description: Utilize the expertise and skills of campus technical, multimedia, and design specialists.</p> <hr/> <p>Benefit Distribute the project workload more effectively while reducing costs.</p>
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Staff	Game Developers
	<p>Description: Consult with an independent game design and development group.</p> <hr/> <p>Benefit Advise your staff on the strategies and processes for designing good educational games and simulations.</p>
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Staff	Development Team
	<p>Description: Technology development team consisting of programmers and designers with an instructional focus.</p> <hr/> <p>Benefit A well-balanced and experienced development team results in greater quality and efficiency.</p>
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Staff	Additional Programmer
	<p>Description: Hire an additional staff programmer for game or simulation development.</p> <hr/> <p>Benefit Plan ahead for the increased workload.</p>
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Staff	Outside Programmers
	<p>Description: Hire outside programmers for the duration of the project.</p> <hr/> <p>Benefit Distribute the programming workload more effectively and temporarily shore up potential areas of weakness.</p>
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Strategy	Games & Sims Research Lab
	<p>Description: Build a Games and Simulations Research Lab.</p> <hr/> <p>Rationale Faculty and staff can experiment with and test exemplars of good games.</p>
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Strategy	Milestones & Checkpoints
	<p>Description: Create a series of milestones for reviewing the feasibility of the games and simulations projects.</p> <hr/> <p>Rationale Remain in scope and on track with projects.</p>
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Strategy	Research on Games & Learning
	<p>Description: Collect and disseminate research on Educational Games and Simulations to faculty, staff and the campus community.</p> <hr/> <p>Rationale Generate interest in and demonstrate the potential effectiveness of educational games and simulations.</p>
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Strategy	Usability Testing
	<p>Description: User test (i.e. play test) with students early in the design and development process.</p> <hr/> <p>Rationale Ensure that the game/simulation is enjoyable and instructive before committing too many resources</p>
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Strategy	Brown Bags
	<p>Description: Hold informal lunch sessions on effective game and simulation design.</p> <hr/> <p>Rationale Keep the community involved, informed and interested in the games and simulations development process.</p>
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Strategy	Orientations for Faculty
	<p>Description: Hold an orientation so faculty partners will understand the game design process and development procedures.</p> <hr/> <p>Benefit Educate and inform faculty to facilitate teamwork and effective design.</p>
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Faculty	Multiple Faculty Members
	<p>Description: Project teams include more than one faculty member.</p> <p>Benefit Distribute the faculty workload and provide additional perspectives on subject matter.</p>
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Faculty	Interested Faculty
	<p>Description: Faculty members on campus are interested in educational games & simulations.</p> <p>Benefit Increase interest and attract people to the community.</p>
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Faculty	Most Influential Faculty Member
	<p>Description: Influential Faculty Member who is well known in the field of educational gaming research.</p> <p>Benefit Involving a respected educational gaming faculty member in your project will increase support from faculty members and visibility of the program.</p>
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Funding	\$\$\$\$
	Description: Funding
Benefit Increased funding will allow you to devote more resources towards the simulations and games projects	
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Strategy	Letter to the Chancellor
	<p>Description: Write a letter to the Chancellor informing him or her about the games & simulations project.</p>
	<p>Rationale Generate excitement and support among the campus leadership .</p>
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Strategy	Defined Development Process
	<p>Description: Develop a defined development process for games & simulations, incorporating project management criteria and a rapid prototyping process.</p>
	<p>Rationale Allows participants to better manage projects, work more efficiently, and coordinate efforts and resources.</p>
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Strategy	Communications Plan
	<p>Description: Create and implement a communications plan about the value of educational games for campus.</p>
	<p>Rationale Generate a positive public image and encourage campus community support.</p>
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