

<p>Lessons from Game Design for the Classroom</p>	
<p>MEAD Conference</p>	
<p>January 21, 2012</p>	
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Jan 20-2:20 PM

# Mihály Csíkszentmihályi

Jan 18-3:02 PM

**Game design in the classroom could refer to**

- a.) Analyzing mathematical properties of games
- b.) Having students create games
- c.) Having students play games
- d.) Using ideas from game design to modify the classroom environment.

Jan 20-2:41 PM

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Focus will be here, although we will also consider using a game design angle to improve (c.)

Jan 20-2:41 PM

Mr. Dyer is driving the 100 miles from Marana to Glendale. He drives the first 50 miles at 40 miles per hour and the second 50 miles at 60 miles per hour.

What was his average speed for the trip?

Jan 18-1:54 PM

## Rules for The Flow Game

- ⇒ Start with the 1-point puzzles.
- ⇒ If you do two in a row without problem, go on to the 3-point puzzles.
- ⇒ If you do two in a row without problem, go on to the 6-point puzzles.
- ⇒ If at any time you get stuck, go back to an easier difficulty level and do two more puzzles.

Jan 20-2:28 PM