

Procedural Learning

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There are many papers on how games and game engines are a highly accessible and affordable way of creating virtual environments. I am one of those who believe if we could crack the issue of why the 'hard fun' of games has not been successfully generated in institutional learning, we may be able to create educational and engaging learning experiences, and match them to meaningful learning goals. However, in my experience of teaching game-based learning, this issue of hard fun is not just an oversight, but also a serious limitation to the educational use of games. Secondly, the hugely successful market of computer games has shown us that unlike traditional media, interactive virtual environments can be highly useful for procedural learning. However, we typically learn about history, about events, facts, and other cultural perspectives, through prescriptive learning. If I am correct that this issue is a showstopper, what can we do to address this issue?