Using Computer Based Games in the Educational and Corporate Environment

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Abstract: This discussion will focus on game based learning and showcase a demonstration using a computer game that has been developed in Macromedia Flash and is similar to a TV’s Millionaire. Game based learning has become a new, fast, and easy way to conduct training. Recent trends in technology and learning are showing that this type of learning be used. Computer based gaming is being used more and more in the classroom, corporate setting, and government. Gaming is becoming very popular due to a younger workforce that has grown up playing video games and using this technology everyday. This makes the training more enjoyable because many of the learners like to play games. The game that I will showcase is designed for the classroom and corporate based setting and has been tested in both. The game is designed to be played by single or multiple users.

Computer Based Classroom Gaming

Educators are constantly looking for new, fun, and exciting ways to teach their students using new types of technology. One of the ways that they are accomplishing this task is through the use of computer based gaming. The computer based gaming trend has been growing rapidly because computer game design is becoming easier for regular computer users who can now program simple games using programs like Microsoft PowerPoint, HTML, and Macromedia Flash. The rapid increase in popularity of computer based gaming is forcing educators to develop more interactive ways to train their students. The response from the students is overwhelming when gaming and technology are introduced and used to help them learn. The possibilities for this technology is growing because many school districts and companies have seen the need for computer based learning and are investing a lot of money into the future of technology. Many of the training games being developed in the corporate and educational worlds are cross functional, which means that they can be used in any setting including a 3rd grade classroom or for senior managers of a fortune 100 company. Gaming is becoming so popular that corporations and government institutions are incorporating high tech gaming simulations into their training.

I have developed a fun and easy game for teachers to present to their students. This game, which is similar to TV’s Millionaire is designed for a whole class or can be placed on a website or server for the individual user. The game is fully customizable so that the teacher can create different questions and answers to suit their subject. They can also create multiple copies of the game by simply saving the versions that they create so that they can reuse each version. The game that I have developed has been used in a 3rd grade classroom and placed on a server for individual use in a company of 23,000 employees. The feedback that I have received from the game has been excellent and the game is now being featured on a technology based website called Techruler (http://techruler.com).

There are endless possibilities for gaming in the corporate and educational worlds due to recent advances in technology and availability of equipment. Games are ranging from simple, single user games that are played using a mouse and keyboard to games that are complete virtual simulations. Each of these types has their own uses and practicalities. The game that I am showcasing is an example of a simple game. The rise of simple computer based games has grown in use because game programming is becoming very easy. The trend for easy development will help get educators who are not computer experts to feel comfortable using technology in their classroom and create their own games. As this trend of easy development continues so will our use of computer based games and technology in the classrooms.
Screenshot of the game:

Question 1
Which of these animals meows?

(A) cow  (B) cat

(C) bird  (D) crow