Youthful Vision on E-learning: learning, a gaming experience

Why should adults always dictate what youngsters have to learn and how? Six students of a Belgian private school, aged between 11 and 18, give their vision on the future of e-learning.

Our first ideas about e-learning.

- A virtual pen. The idea was to make a pen that will write anything you say. It records anything you say and then squirts ink onto a paper, immediately in the right form.

- A virtual world. First you hear or see information. This information you will later experience in the virtual world. For instance when you are learning about the human body, the virtual world will show you everything you need to see. You can even smell or feel what you’re about to see.

- A mini laptop. The laptop makes its own energy and has infinitive recourses. You can always access the information, there is no need for classrooms or teachers.

- A multifunctional button. It is connected by wires to the brain will directly insert information inside the brain.

- A game. The game will continue to make exercises more difficult as you get better at the subject.

- A gun with a chip inside. The chip contains information on a subject. The gun is used to fire the chip inside the head.

In the following paragraph we will sketch the theoretical basis of what we understand under E-learning. We use as starting point the arrangement of the learning process in three phases: input, processing and output. Per phase we list the characteristics that we will apply in our concrete idea. As well for input as for output technological innovation, active participation and possibility of communication seem important to us. We don’t limit ourselves to realizable or possible solutions but make optimal use of our youthful creativity. For the part of Processing, we based our theory on learning principles. The most important learning principles we used are: pleasure, connect to what you already know, feedback possibility, active learning and exercise. To make this phases more realistic we have prepared an example.

Someone is going to try our game. He puts on our 3d-glasses with headset and microphone and begins. First he needs to create an avatar (character). He chooses clothes, weapons and looks. Next he needs to do a test so the computer knows which skill level he has.

After that the game will offer him choice between every subject. He picks math. The game will move him to the country where math is taught, there he will begin his quest. This country is situated in Educarta (a virtual world). After a while he has proceeded to level 32. He gets the coordinates to locate a dragon which he will have to kill by throwing a sword into the dragons hart. To do this he needs information on Pythagoras. He doesn’t know anything about Pythagoras, so he decides to consult his mission book. Out of the mission book comes Pythagoras and explains his theory. Our player will now continue his quest. To kill the dragon he has to throw the sword. The test is to calculate how far he has to throw the sword, when he knows how far he stands from the dragon and how high the hart is. So now he needs to apply the theory of Pythagoras. After he has answered, two things can happen:

1) he gets the answer right and gets golden coins with which he can buy more weapons, accessories, tips, memory.

2) He gets the answer wrong and calls upon the help of another player, in which case the new player gets gold coins for being able to explain this theory. Or he can call upon Pythagoras again.
When he has finished his mission he will find a new mission or go to another country, the game will save his progress.
This game can be used to educate in all types of subjects and for all educational levels. This is just one example.