Preparing 21st Century Teachers: Not Just Playing Games

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The World Wide Web has had a significant effect on the way 21st-century students think and learn (Prensky, 2001). Using technology based games for teaching is one way to shift to a more appropriate learning format for the Digital Generation. Lepper and Cordova (1992) have demonstrated that games significantly improve the learning performance of students. Most instructors use games in the classroom as they have seen them used. This is often a limited perspective of skill drills or review. Teacher preparation programs have a particularly crucial role to play in teaching strategies that utilize 21st century technology. The most straightforward way to teach with video games is to have students play a game containing content (Young, Schrader, & Zheng, 2008). This presentation will include a demonstration and overview of an activity that prepares preservice teachers to effectively use games to teach content.