



Dying to Learn

Instructional Design and MMORPGs

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Instructional Design and MMORPGs

■ Presenters

□ Dr. Rod Riegle

- Professor of Education
- Creator of world's first online RPC (Role-Playing Course)
- Level 35 Ranger and Level 45 Alchemist

□ Mr. Wes Matejka

- Master's (soon to be doctoral) student
- Director of Tech Support
- Level 45 Illusionist and Level 50 Alchemist (and many others)



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- Organization of presentation
 - Introduction
 - Traditional Instructional Design
 - MMORPGs
 - Comparison
 - Conclusion
 - Questions

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■ Introduction

- Massively Multi-Player Online Role-Playing Games
- First appeared 1996
- First used instructionally 2003
- Currently 25 million players worldwide
- Raise the following issues:
 - Do they represent a new instructional environment?
 - Do they require a rethinking of instructional design theory?

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■ Traditional Instructional Design

□ Madeline Hunter's Model of Lesson Design

- Anticipatory Set
- Purpose
- Input
- Modeling
- Guided Practice
- Checking for Understanding
- Independent Practice
- Closure

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■ MMORPGs

- Everquest is the most famous in North America
 - 3D Tolkienesque fantasy world
 - Vast geography
 - Variety of races and classes
 - Many different kinds of quests
 - Adventuring
 - Crafting
 - Collecting
 - Exploring



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- Comparison – Anticipatory Set
 - Character creation
 - Backstory of Norrath
 - Isle of Refuge training
 - Role-playing
 - Different roles possible



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- Comparison – Purpose
 - Different quests possible from NPCs
 - Different characters possible
 - Different purposes possible
 - Learner control

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■ Comparison – Input

- Provided by
 - Programmers
 - Community
- Types
 - Vocabulary
 - Skills
 - Concepts



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■ Comparison – Modeling

- Provided by
 - Programmers
 - Community
- Types
 - Chat
 - Websites
 - Forums



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- Comparison – Guided Practice
 - Provided by
 - Programmers
 - Community
 - Types
 - Individual
 - Groups
 - Raids (groups of groups)



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- Comparison – Checking for Understanding
 - Provided by
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- Comparison – Independent Practice
 - Provided by
 - Programmers
 - Community
 - Types
 - Dying
 - Revival
 - Group incentives (all share in debt incurred by death of a member)

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■ Comparison – Closure

□ Provided by

- Programmers
- Community

□ Types

- Quest completions and Rewards
- Reflective learning vs. Deep learning
- Outside of game
 - Forum Posts
 - Guilds



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■ Conclusion

- MMORPGs offer new kinds of learning
 - Non-linear learning
 - Non-coercive learning
 - Role-playing learning
 - Communal learning
 - Learning through dying/failure
- Traditional instructional design needs to be reconsidered



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- Questions

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