

QUEST2TEACH

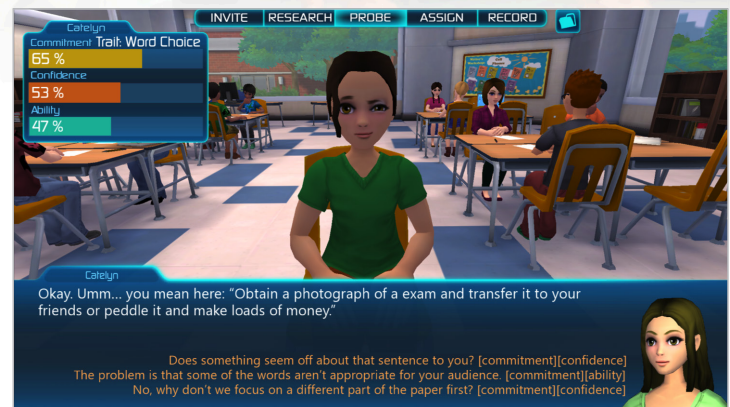
Game-Infused Learning for Teacher Education

Quest2Teach is a series of game-infused curricula and social-professional network designed specifically for teacher education to help bridge between educational theory and its application into the field. Pre-service teachers (university students) and in-service teachers evolve their professional identity in a variety of narrative-based 3D role-playing scenarios, each with a particular theoretical focus, and embedded within a larger experience-based curricula and professional network.

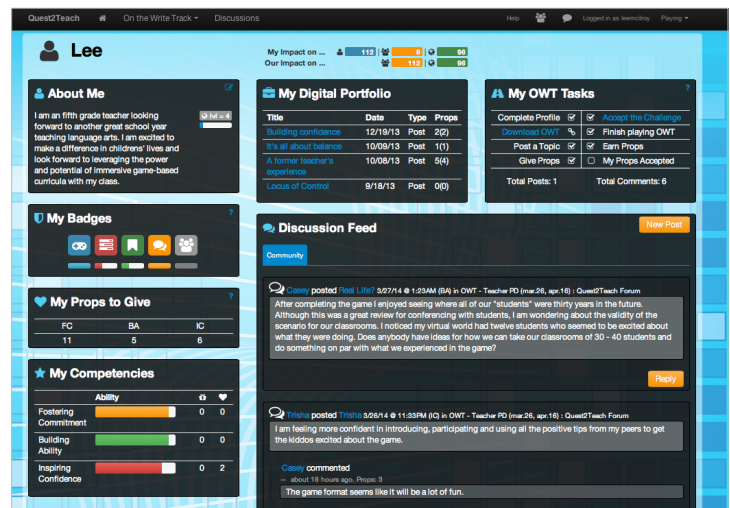
In these immersive worlds, learners create their professional avatar, play out roles, solve authentic problems, fail safely, and see the impact of their individual decisions and trajectories, while gaining experience and fluency in these theories-in-action.

Game meters and other in-game analytics are pulled into their real-world network homepage, reflecting their growth over time and semesters. The network utilizes badges to validate and extend teachers' digital experiences into their real lives, and unlock new learning trajectories, within a network of supportive colleagues. Having demonstrated expertise in the games, players earn the ability to endorse their colleagues in the network for their meaningful contributions. In this way, game achievements are translated into a social currency that is used to applaud and encourage other players as they reflect, craft, and evolve their impact stories in the real world.

Quest2Teach continues to show strong learning and engagement gains, as well as positive impact on student self-efficacy, professional identity, and fluency in these concepts.



Providing Feedback to Inspire Within Students the Ability, Confidence, and Commitment to Optimize Their Work



Game-Infused Professional Network for Teacher Learning and Engagement

Quest2Teach was created through a unique collaboration between the Center for Games & Impact, E-line Media, the Sanford Inspire Program, and ASU's Teachers College. It is currently being used in courses at Mary Lou Fulton Teachers College and scaling to other US and international campuses. If you are interested in joining the Q2T Consortium, reading more about our research, or would like to request guest accounts for any of our games, please visit our website www.quest2teach.org or contact the Q2T Director, Dr. Anna Arici (anna.arici@asu.edu) for more information.

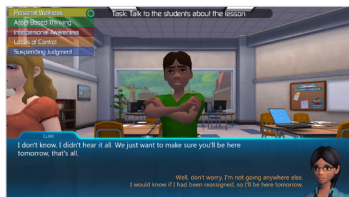
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Game-Infused Learning for Teacher Education

Platform & Community

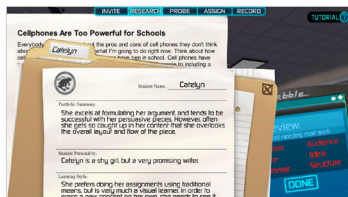
Small 'g' Games

Our "Small 'g' Games" are each bounded and completable (in 3-4 hours) and what our teachers would call our 'video games'. The titles and related concepts are listed below:



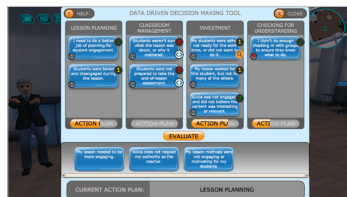
Pursuit of Professionalism

Communications, leadership, interpersonal dynamics, and professionalism skills



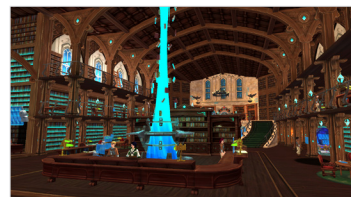
On the Write Track

Student conferencing and mentoring, with the goal of supporting student investment in the revision process



Diving into Data

Using data-driven decision making (from multiple sources) to inform educational practice and continually increase impact



Quest2Teach Hub

Establishing an orienting experience, learning basic game play skills and new media literacies for success, all while building the larger Quest2Teach ethos.

Big 'G' Infrastructures

Our 'Big 'G' Game' is the broader framing of the bounded experiences within an open-ended infrastructure; a socio-professional network integrating small 'g' games into a larger whole, with **affinity spaces, student driven extension activities, player smart-tool reflections, and gamification layers**, all to support a **professional identity** that begins with the Quest2Teach Hub introductory experience and evolves over semesters through in-game analytics, reflections, and real-world experiences.



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