Game-Based Learning

The testing effect is a proven technique to improve learning; students prepare for tests by taking practice tests. Unfortunately, student motivation to take tests is typically low. A digital game that has the player answer questions on course material can be an effective way to prepare for tests, but games like these for college-level courses are rare.

Camosun College instructor Marty Donatelli developed the idea of the Game-Based Learning Project. The team is working with Marty to develop an engaging game that uses course content and has an interface that is easy for students and instructors to use. The eventual goal is to integrate the game with Camosun College's learning management system, D2L.

The Team

Brian Baker
For nearly a decade, Brian has been working as a Silviculturist. Through this work, he has developed time management skills and the ability to work both alone and in a team. Desiring a change, he entered the Computer Systems Technology program. Brian is ready to tackle the wonders of the Tech industry.

Dustin Brown
Born and raised in Victoria, Dustin pursued a communications diploma and a career in video production and web design. Design led to an interest in development, and that led to the Computer Systems Technology program. Dustin looks forward to working in the tech industry, ideally developing web apps or games. He continues to work on his own side projects, and documents some of their progress at http://dustinbrown.tech.
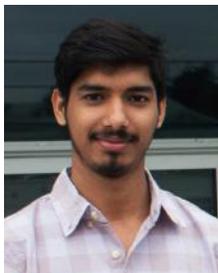
Veenu Punyani
Veenu grew up in India and came to Canada to continue his education. At present, he is pursuing a diploma in Computer Systems Technology from Camosun College. Veenu plans to travel the world and to start his own business related to web development. He is also very fond of solving complex physics and maths problems in his free time.

The Game-Based Learning team would like to thank Marty Donatelli, Saryta Schaerer, and Camosun College for the opportunity to work on this project, and for all their assistance along the way.