Designing Curricula for Games

Assignment

Having used Civilization III and SimCity you have developed some experience in playing these games. We've also heard that these games are used in classrooms around the country, with little evidence for learning. What do you think? How would you use these simulations in a learning context (could be a school, informing policymakers, informing community members, etc.)? Define an appropriate context, and describe how you would use a simulation to help people learn. Describe the specific activities that you would do and what you would expect people to learn. Also provide information on the timescale you would do this on, and how you would assess what people have learned.

This should be presented as an approximately 5 page paper