

***Growing Game-based Learning at Your Institution***

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**GBL Budget**

AY 2012 – 2013

* Games Library: $1,300.00
* Game Supplies: board design materials, spinners, etc. $300.00
* Resources: WYGP, Books $200.00
* Game Day $1,200.00 (approximately 50 people)
* June Intensive: $2,200.00
* Honoraria for speakers: $1,000.00
* **Total $6,200.00**

***SUGGESTED RESOURCES***

**Game Tools and Networks**

* + Institute for Play

http://www.instituteofplay.org/

* + Blender, DIY Game Animation:
	http://www.blender.org/features-gallery/
	+ Higher Ed Game-based Learning Community and Repository of Learning Games
	http://games.commons.gc.cuny.edu
	+ Collaborative Game on Game Design for Teachers
	http://joebisz.com/whatsyourgameplan/whatsyourgameplan.html
	+ MIT’s *Scratch*, Animation Studio for Beginners
	http://scratch.mit.edu/

**Upcoming Conferences**

* + NYU’s *PRACTICE* conference, bringing together game designers and academics,
	http://gamecenter.nyu.edu/practice/index.html
	+ 2014 Conference on Royal Caribbean’s Liberty of the Seas

http://www.foundationsofdigitalgames.org

* + Instructor Resources for Barnard’s *Reacting to the Past*: http://reacting.barnard.edu/instructors
	+ CUNY Games Festival, January 2014
	http://gamesfest.commons.gc.cuny.edu/
	+ Mercy College, Dobbs Ferry, NY
	GAME DAY, December 13, 2013 (*Inquire Within)*

**Reports, Blogs, Scholarly Articles**

* + *EDUCAUSE REPORT*, August 2012
	http://www.slideshare.net/a\_derryberry/game-based-learning-developing-an-institutional-strategy
	+ “What Games Have to Teach Us About Teaching and Learning: Game Design as a Model for Course and Curricular Development,” by Kimon Keramidas. http://currents.dwrl.utexas.edu/2010/keramidas\_what-games-have-to-teach-us-about-teaching-and-learning
	+ Eric Zimmerman’s Blog (Independent Game Designer, Arts Professor, NYU Game Center) http://ericzimmerman.wordpress.com