

Workshop Description

3/30/07 1:15 pm Workshop Block 5

30. Using video games to support classroom and online hazmat training (*Information in Place, Inc. Sonny Kirkley, Jamie Kirkley & Jennifer Tucker*) *Tracks: Advanced Training Technologies/ Instructor Development*

A significant movement is underway to integrate video games into training environments because of their unique contributions to foster expert thinking, problem solving, and transfer of skills learned to job performance. Yet a big obstacle with using video games is that instructional designers and trainers do not have effective means to determine when they are appropriate to use and how to weigh advantages and disadvantages regarding cost and organizational impact. In this session, we will first introduce the audience to examples of video game-based training approaches using video and still images from actual games. Second, we will present a methodology for determining if and when video games are appropriate, based on training and course goals. Third, we will lead a discussion and brainstorming session with the audience on how they might be able to make use of video games in their own Hazmat training.