Learning Games Lab

The mission of the Learning Games Lab is an exploratory environment where gamers play and evaluate games—all kinds of games, including those designed strictly as entertainment, educational titles, and games in development.

The Learning Games Lab includes:

- **Research space** for assessing, evaluating and understanding game play mechanics and the potential for education, as well as characteristics of a wide variety of game players.
- Focus group opportunities for evaluating newly designed games, interfaces and prototypes, such as those developed by the NMSU Educational Media Department.
- Dynamic library of games and game styles assisting game designers in evaluating trends and understanding new formats.
- Development environment for students to learn through programming and design of games, exposure to potential careers, and the math, science and art of game design.
- **Game Evaluation Podcasts** in which gamers review critical game design concepts, highlight emerging trends in game play and analyze successful and unsuccessful games. Developed by gamers of all ages, the Podcasts are designed to assist educational game developers in staying on top of the latest trends and better understanding gaming preferences.
Lab Research and Activities
Think Tank Opportunities
Think Tank sessions each summer to support research activities in the department.

Research Activities
Research faculty in NMSU’s Learning Games Lab are currently working on a number of research initiatives including:

**Math Snack**—Addressing gaps in conceptual mathematics understanding with innovative media.

**Fitness through Gameplay**
Identifying assessment strategies in game analysis by youth.

**Using the iPod to supplement learning**
Teacher’s perspectives on iPods in supplemental math learning.

**Science process learning and games**—Pirates formative evaluation.

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