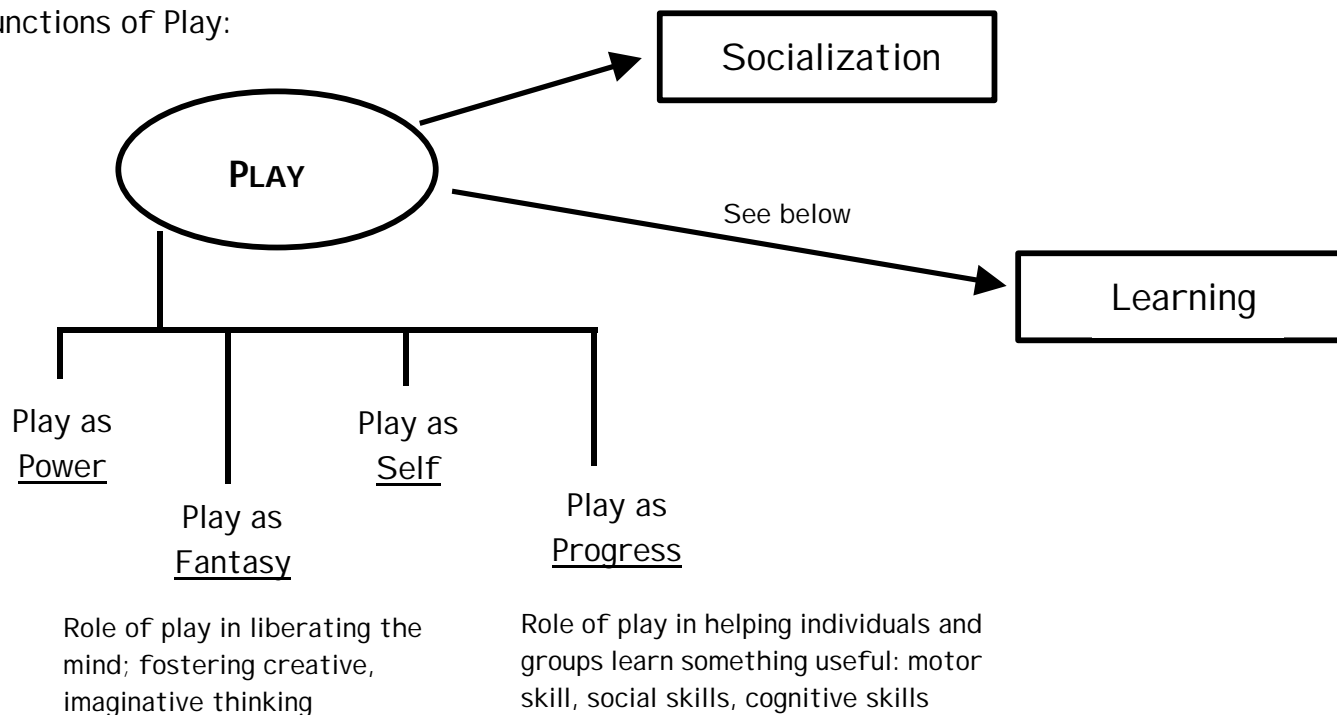


Seriously Considering Play: Designing Interactive Learning Environments

By Lloyd Rieber (University of Georgia) based on the work of Brian Sutton-Smith (University of Pennsylvania)

→ Educational Technology Research & Development: 44 (2), pgs. 43-58.

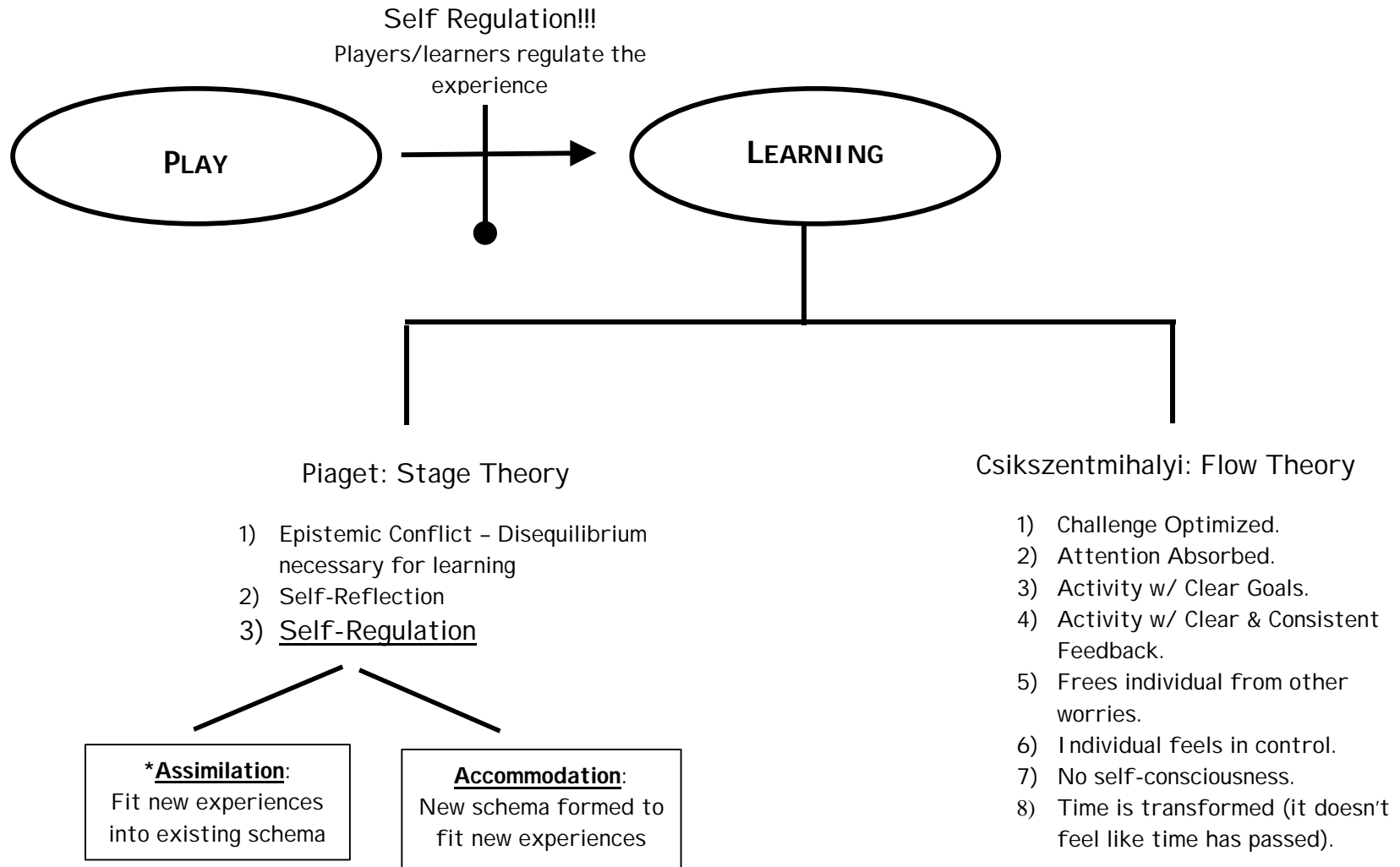
The Functions of Play:



Types of Digital Play Spaces

Microworlds	Simulations	Games
Simplest case scenario with means to reshape and add complexity. Must match learner's cognitive and affective states (can't be too challenging to discourage learner).	Determined by content domain (e.g., flight simulators) which may include domain-specific processes (e.g., the scientific method)	Intrinsically motivating. Fantasy structure: endogenous vs. exogenous
Development of μ worlds and simulations closely parallels the theory of "mental models"		

Relationship between Play and Learning (based on Piaget’s Stage Theory and Czikszentmihalyi’s Flow Theory of Learning)



*Piaget considered play a form of assimilation.