

# Transformers, Tools, or Time Wasters?

## Designing Games for Education

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What is a  
game?



What can  
games do?

HA!



[funagain.com](http://funagain.com)



OVER ONE MILLION GAMES SOLD!

**PARTY  
BOX**

# APPLES to APPLES<sup>®</sup>

**OUT  
OF THE  
BOX**  
*You can play!*

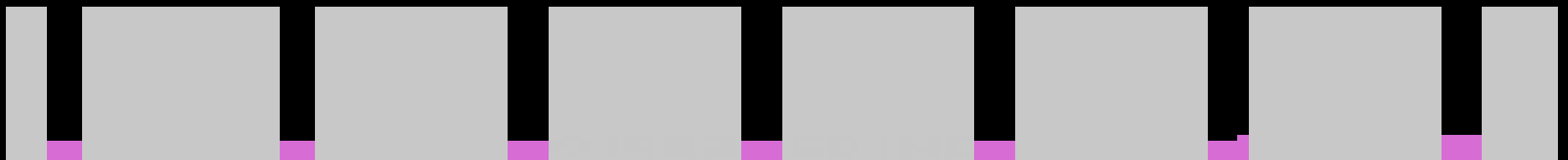
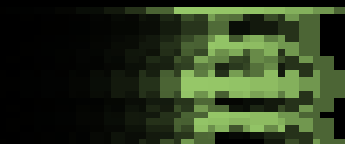
**The Game of Hilarious Comparisons!**

What is a game  
“about”?

# XOXXH<sup>TM</sup> PROTECTOR

FROM  
Johnson + Johnson  
© 1992 J&J INC.

[AtariGuide.com](http://AtariGuide.com)



AtariGuide.com





What can't  
games do?

WIRE TAPPING  
—  
UNCONSTITUTION

AD HOC  
FREE ZONE



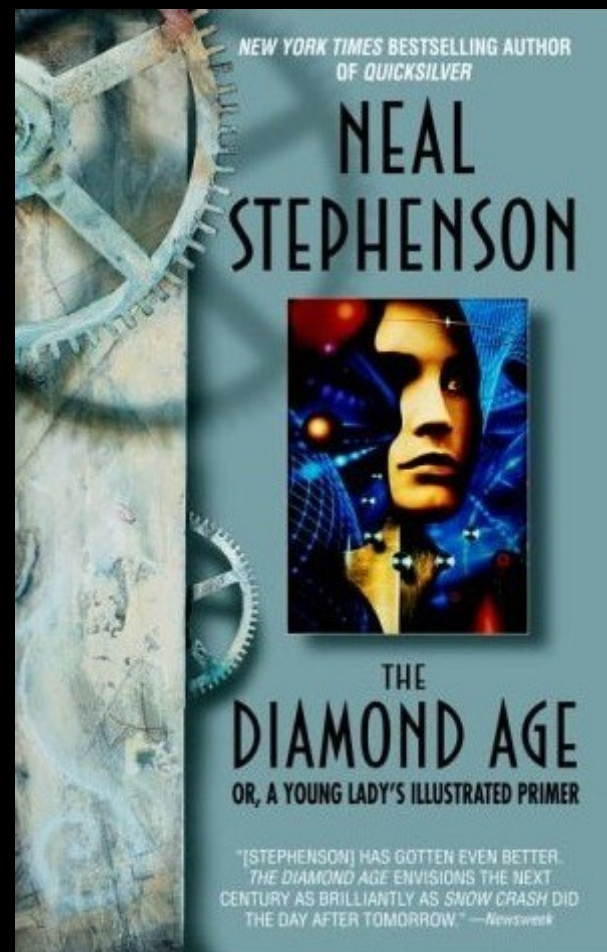
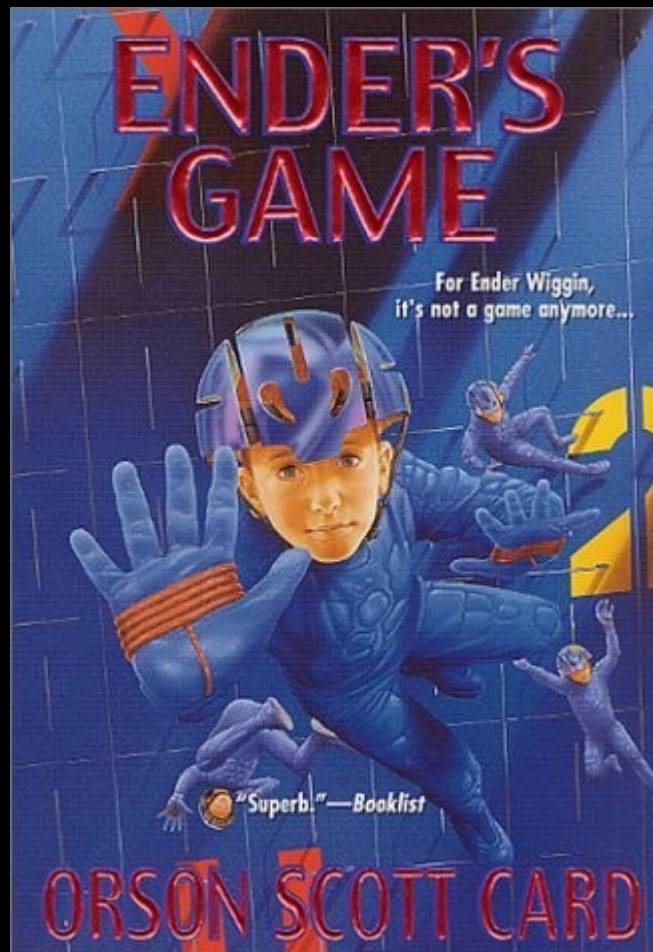
East/Greenwich/West Village



Downtown







What can we do  
with games?







Pick a game, any game.

What does this game teach?

(n.b. it's not what you want it to teach, but what it does teach)

How does it teach?