

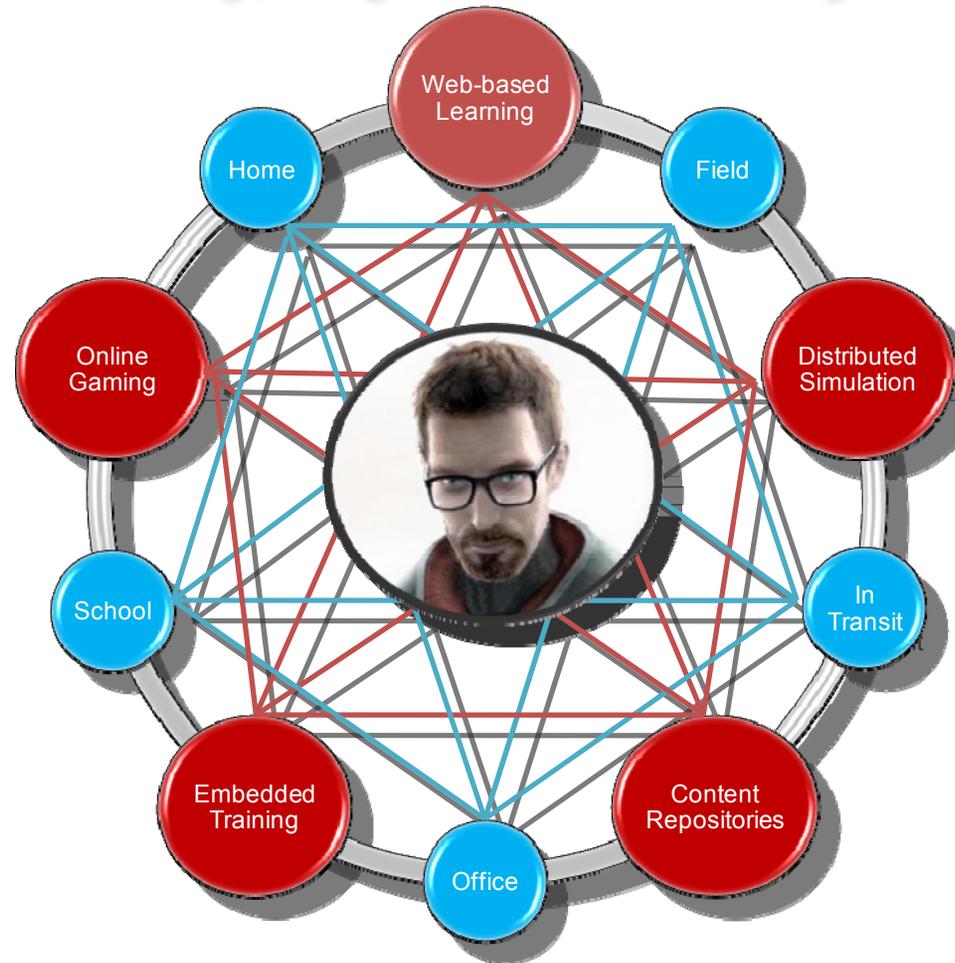


Integrating Games into the ADL Scheme

*Dr. Robert Wisher, Director:
Advanced Distributed Learning Initiative,
Office of the Secretary of Defense*

ADL Vision

Provide access to the highest quality education and training, tailored to individual needs, delivered cost effectively, anywhere and anytime.



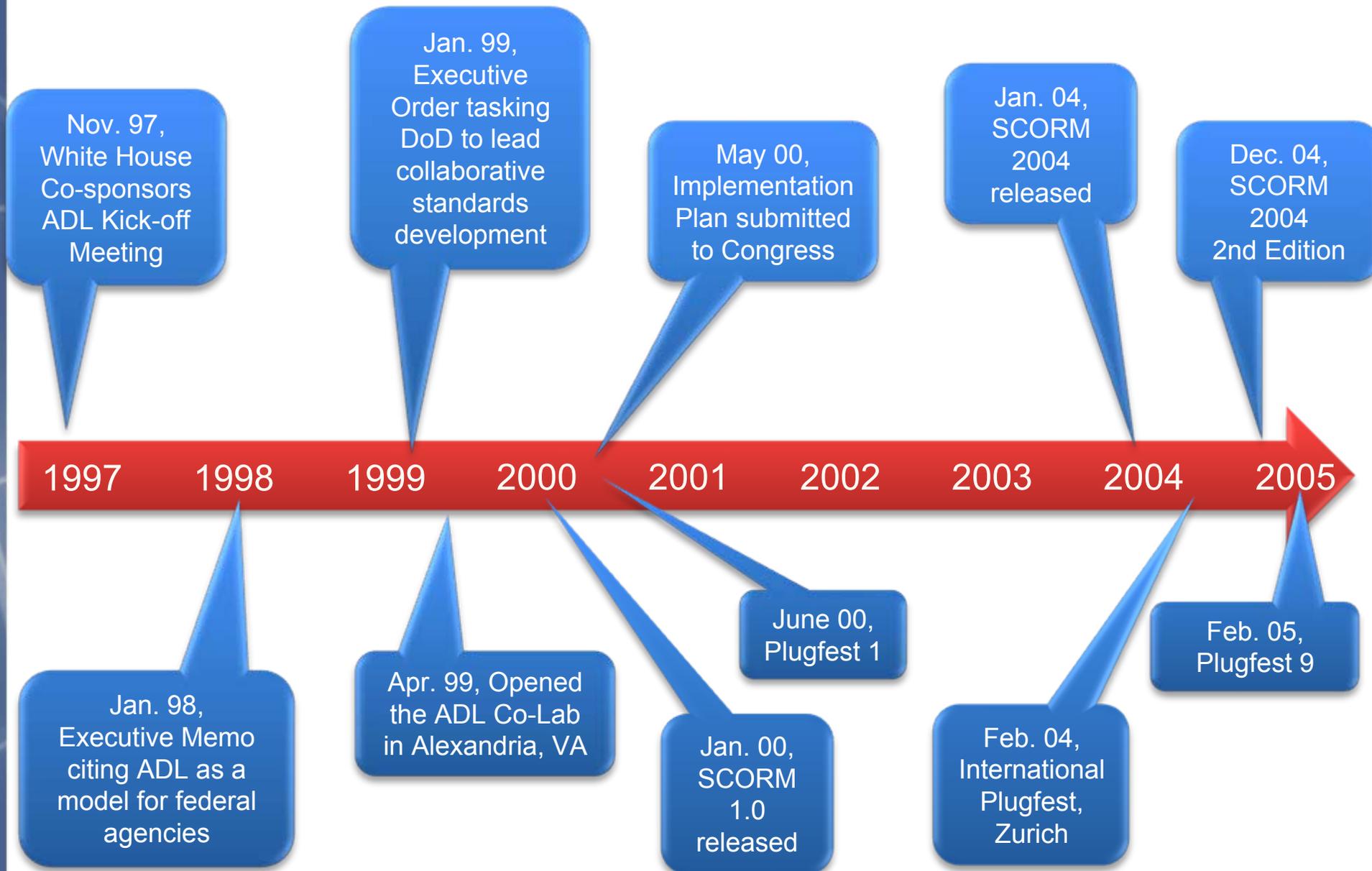
“My hardest hours in the service
were those I spent in the
classroom.”



Elvis Presely

The Army Blue Book, 1961, Volume 1, p. 189
New York: Military Publishing Institute, 1960

ADL Timeline



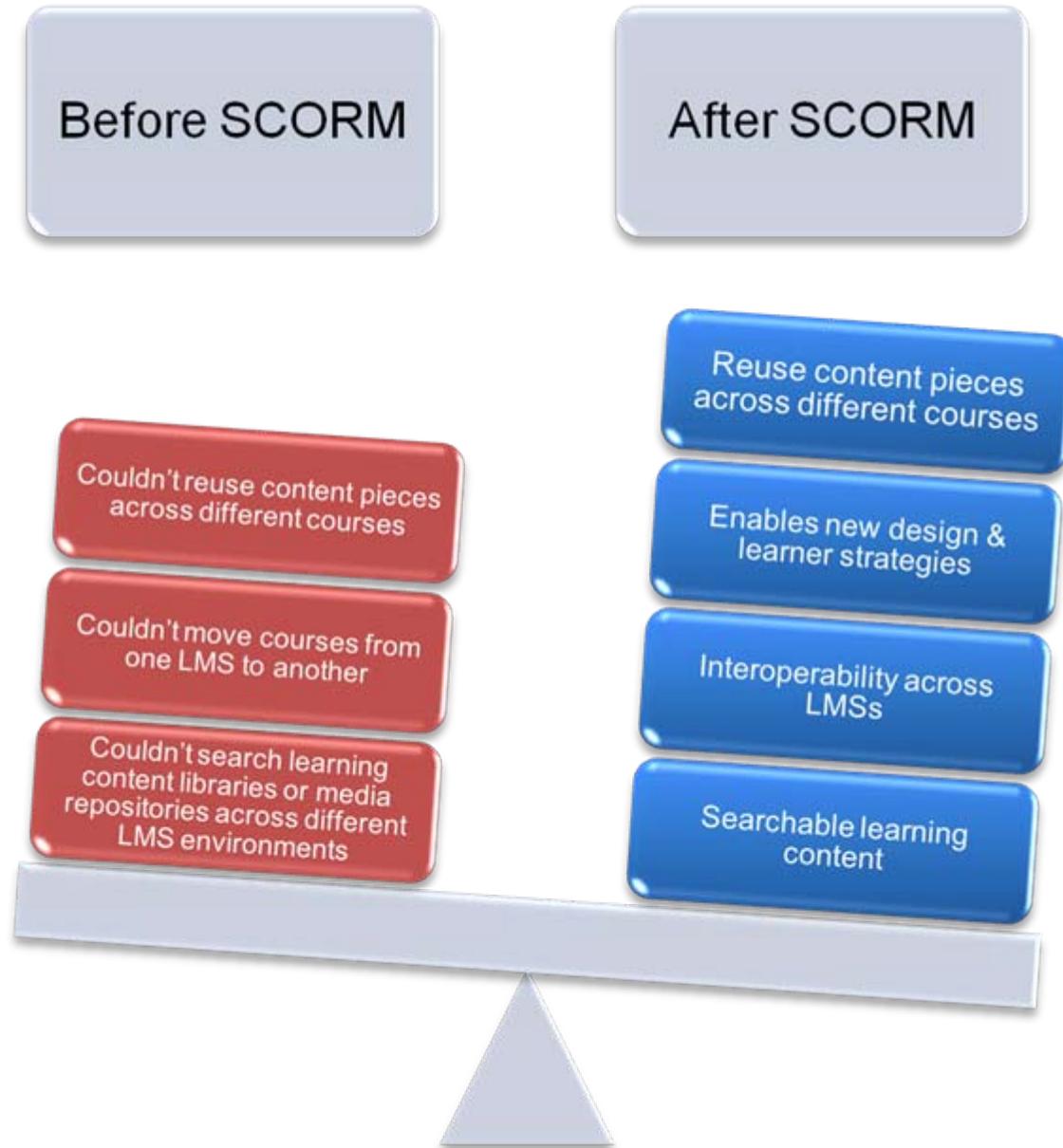


Roots of SCORM - Partnerships

- ▶ **SCORM is built on the proven work of prominent international standards organizations**
- ▶ **Provides a reference model to accelerate standards development**
- ▶ **Is the first step on the path to defining a true learning architecture**



Sharable Content Object Reference Model (SCORM)



Through independent testing

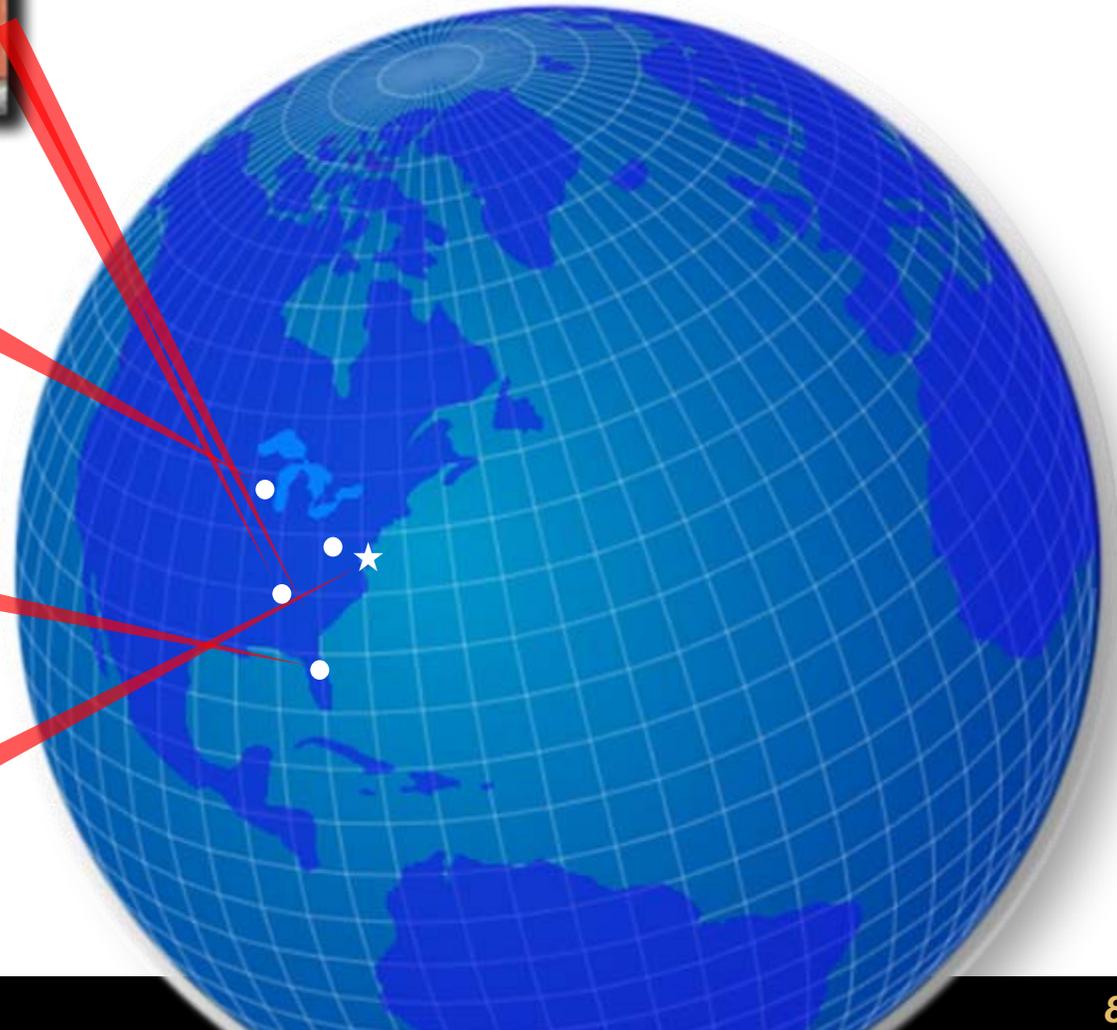
Certified Products	220
- Learning Management Systems	
- SCORM Tools	

Note: At least half from outside the U.S.



The ADL Co-Lab Network

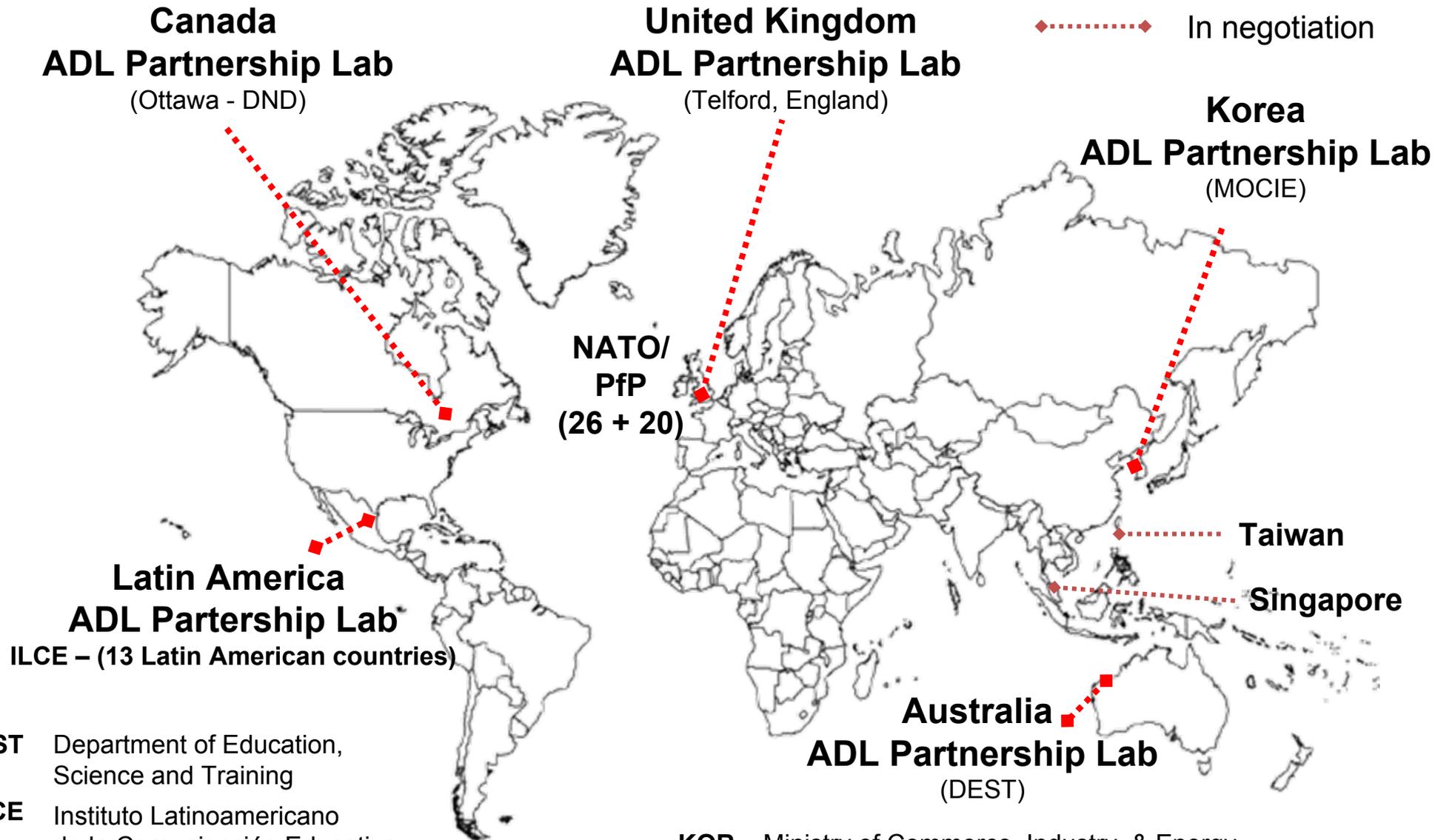
Worldwide ADL Co-Lab
Locations:
Manassas, Tennessee
Alexandria, Virginia



ADL Global Partnerships

'Build Partner Capacity'

◆.....◆ In negotiation



DEST Department of Education,
Science and Training

ILCE Instituto Latinoamericano
de la Comunicación Educativa

NATO NATO Training Group

PfP Partnership for Peace/ADL
Working Group

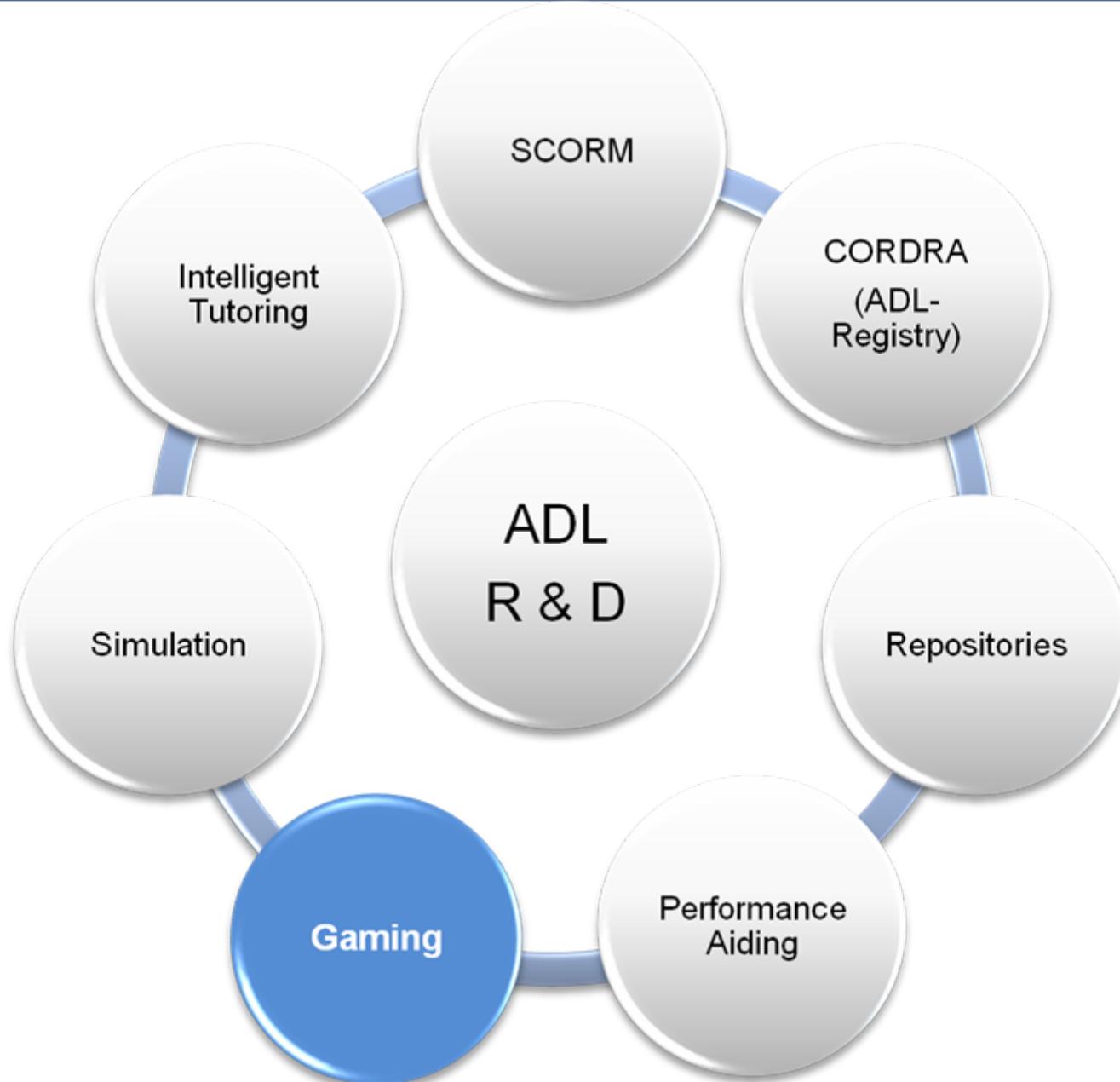
KOR Ministry of Commerce, Industry, & Energy

TWN Ministry of Economic Affairs

SGP Singapore Armed Forces

THAI Ministry of Science and Technology

ADL helps develop anywhere, anytime learning technologies



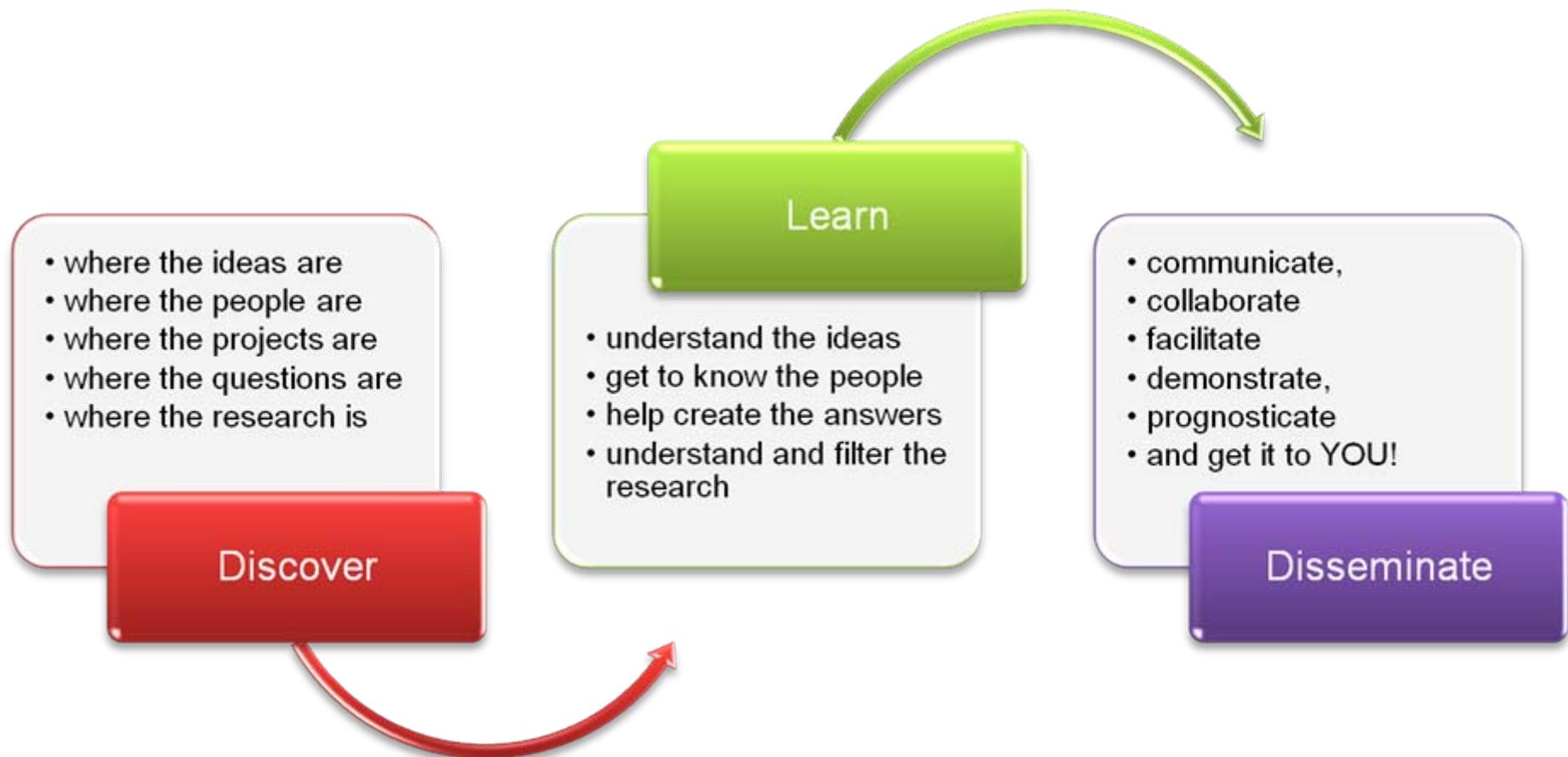
Someday, we hope to see...



The Basics of the ADL Game Plan

► *Discovery → Learning → Dissemination*

ADL Game-Based Learning endeavors to get the DoD Game Technology community to collaborate over an extended period to share, solve, and build



International Plugfest 1

February 2004, Zurich

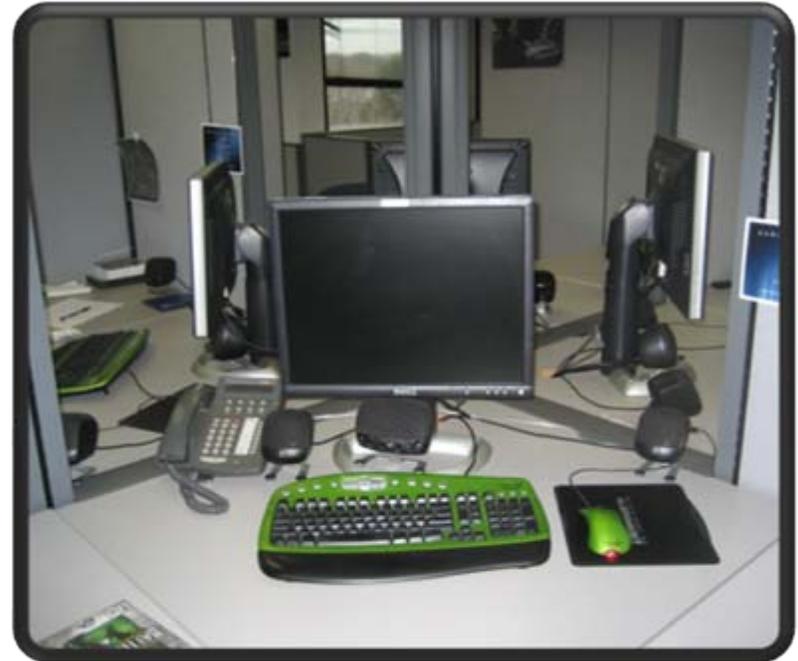


- Focus on international strategies and contributions
- 325 participants from 37 countries
- Example of global adoption
- 8 Plugfest have been held in U.S.

- Growing adoption of SCORM by industry
 - More than 100 companies have products

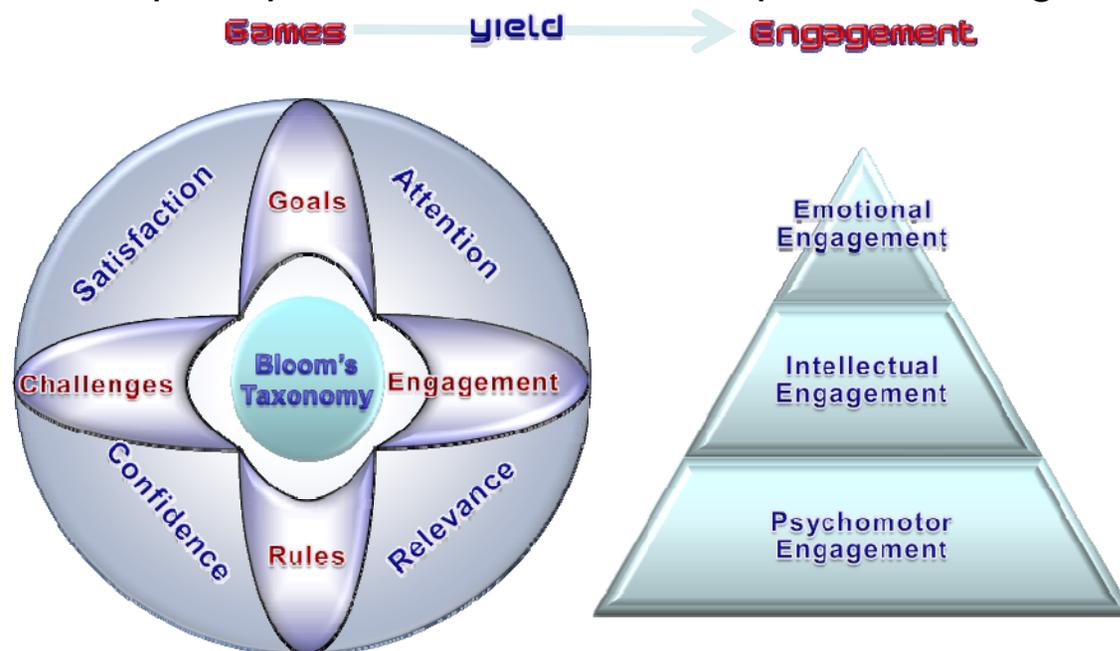


- ▶ What **standards** might be needed to integrate game technology and game design into DoD Training and Education?
 - What are the approaches for using SCORM and games?
 - Are there other standards besides SCORM that should be examined or created to help this process
 - How would the ADL-Registry play into all this? Registering 10 GB games as SCOs is not very practical. So, what could be done?



Design Principles

- ▶ What hybrid **design principles**, between Instructional Design and Game Design, are best for the types of problems DoD is trying to solve with Game-Based Learning?
 - What are the existing game-based learning design principles?
 - For game-based learning, what approach is better? Instructional Design? Game Design? Both? Neither? A Hybrid design?
 - What are the best design principles for game-based learning?
 - How do these principles translate into best practices for game-based learning?





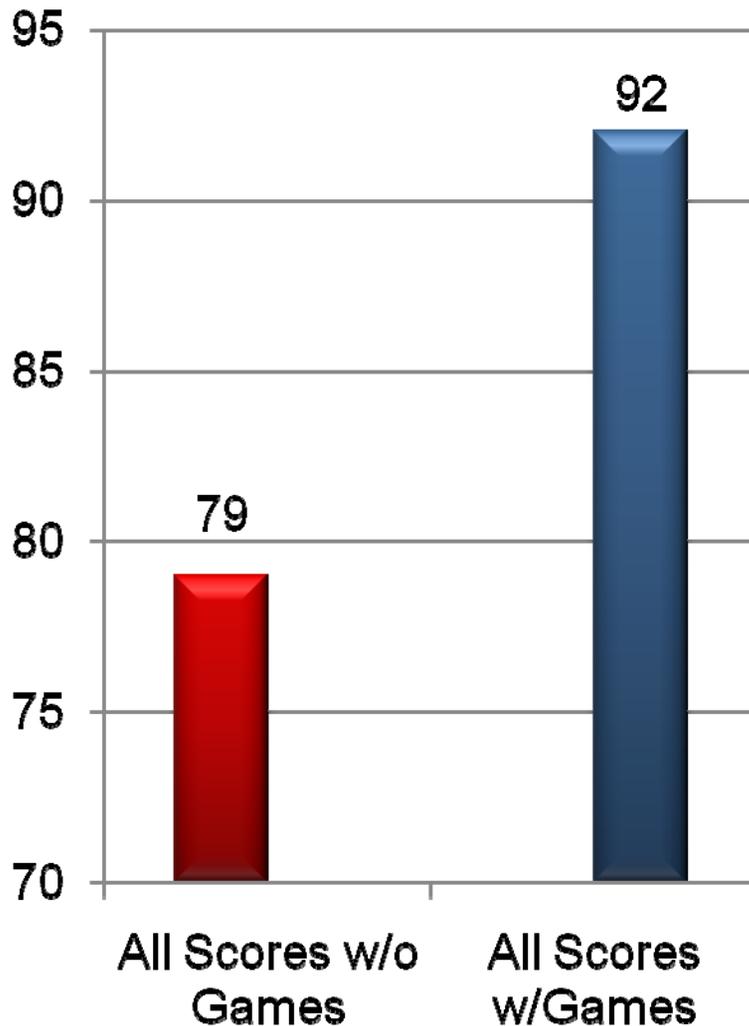
The \$64 Million Dollar Question

Benefit of Games = Transfer

Do the knowledge & skills learned from computer games transfer to real-life tasks in operational or training contexts?

Without transfer, games may be fun, but useless for instruction in training

Business Model



► What **Business Model**(s) is/are best to follow to enable the use of game technology and design that facilitates the DoD ADL vision?

- What problems are being solved using GBL?
- Does it work?
- What about metrics?
 - ◆ Money spent
 - ◆ Time-to-train
 - ◆ Cost per trainee
 - ◆ Training scores
 - ◆ Trainee throughput, capacity, production
- How do we collaborate?
- Are policies needed?

- ▶ How do we **communicate** and expand the relevance of game technology and design for DoD learning to a wider range of use efficiently and effectively?

- Briefings
- Weekly Webinar offerings
- Workshops
 - ◆ Quarterly
 - ◆ Standards
 - ◆ Design
 - ◆ Business Model
- Conference Participation
- Website



Game Industry DNA



▶ How do we infuse **Game Industry DNA** into our game and simulation practices and principles and incent them to invest in this area so a robust military learning games industry emerges?

- Entertainment Software Association as point of entry
 - ◆ E3 Media & Business Summit
- International Game Developer's Association as point of entry
- Not academics
- Not universities
- Not engineering companies claiming to be game companies just because they have some technology

ADL Game Roadmap



Stable SCORM 2004

- ADL maintain and support
- Facilitate implementation
- Promote adoption
- Listen to users

Today

New Learning Technologies

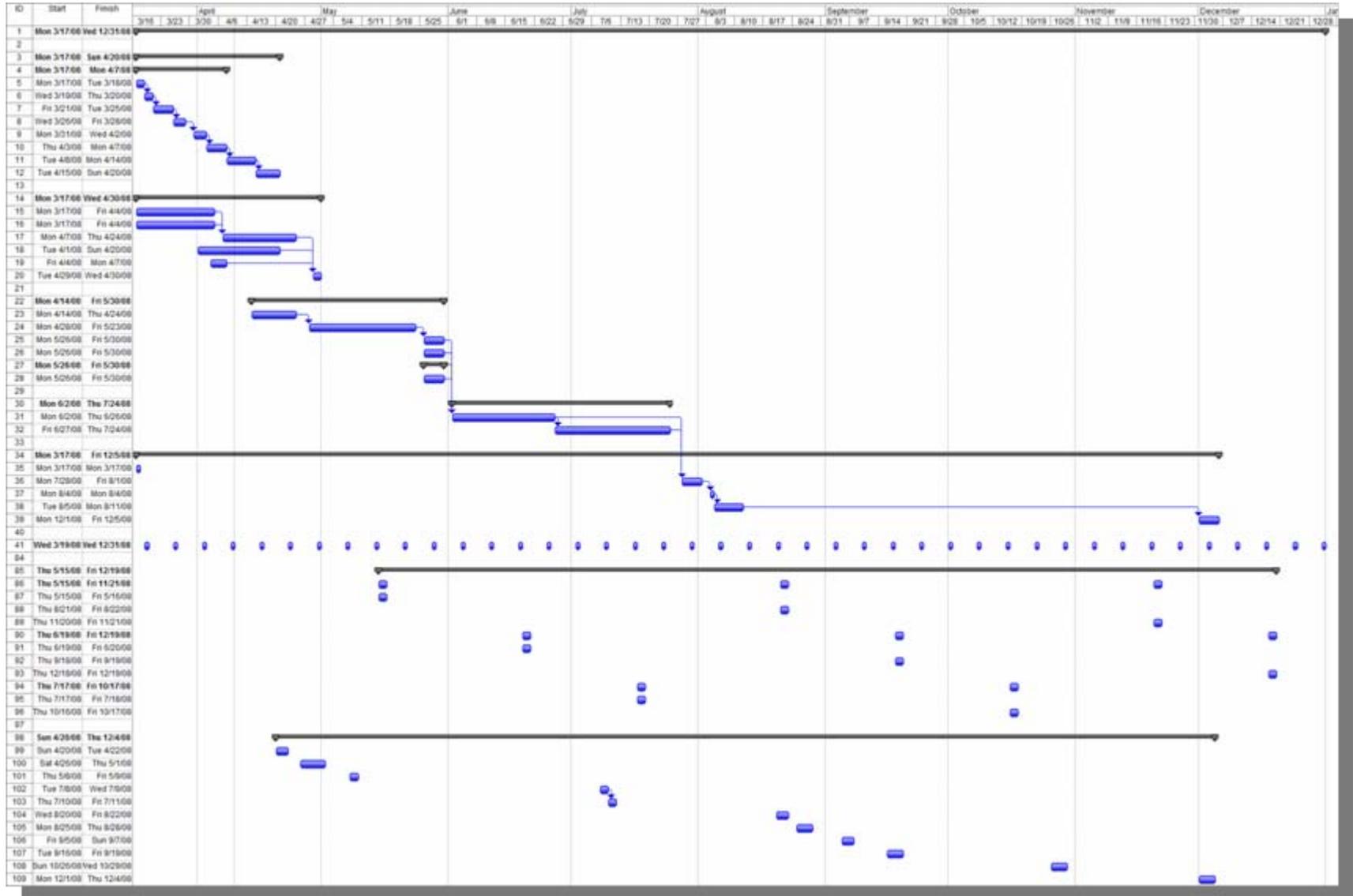
- Games, simulations and virtual world
- Intelligent tutoring systems
- Performance support, S1000D tech manuals
- Mobile systems
- Team training
- Collaborative learning

New Enterprise Architectures

- Post-Google knowledge management
- Service-oriented software architecture
- Content management and repositories
- Future LMS architectures
- HR competency/skills management



A Plan is Needed





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FALL 2007
HALO3.COM