

# Learning is Fun: Using Games in Your Online Class

## Other Resources

- Educational & Instructional Tools, CSUS University Computing: <http://www.csus.edu/uccs/acadtech/tools/tools.htm>. This site contains a variety of applications, tools, templates, software, tutorials, and examples which can be used in conjunction with a WebCT course; most of the resources available on this site can be used outside of WebCT as well.
- Marc Prensky: <http://www.marcprensky.com/dgbl/default.asp>. Author of the book, "Digital Game-Based Learning". His Website has much to offer, including writing excerpts on his philosophy of learning, his products (games), services and more.
- TwitchSpeed: <http://www.twitchspeed.com/>. The "Digital Game-Based Learning" portal site, companion to Marc Prensky's book mentioned above.
- Barbara Brown & Associates: <http://www.babrown.com/Games/Training.htm>. Use your quiz questions to create games modeled after popular game-shows: Concentration, Hollywood Squares, Jeopardy, and Millionaire. Games can only be created with Barbara Brown's software, which can be purchased for \$50.00. A demo version of the software is available.
- Xplana Link Directory: Gaming: <http://www.xplana.com/linklibrary/category/4>. A nice compendium site addressing the subject of learning and teaching with technology.
- Teachopolis: <http://www.teachopolis.org/arcade/index.html>. Share tips, view examples of digital games, download software and gain a further understanding regarding the world of online gaming in education.
- The Gateway: <http://www.thegateway.org/>. Use this site to search for free or inexpensive gaming resources, among other things.
- MemoryLifter: <http://www.memorylifter.com>. This application-based flashcard program could become invaluable to your students! Free to students and instructors.
- Digital Games for Online Learning Community: <http://www.webct.com/games>. This is a great place for ideas, resources and friendly discussions regarding online gaming (geared toward WebCT users).