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Educational Gaming Display

Maggie Mason Smith
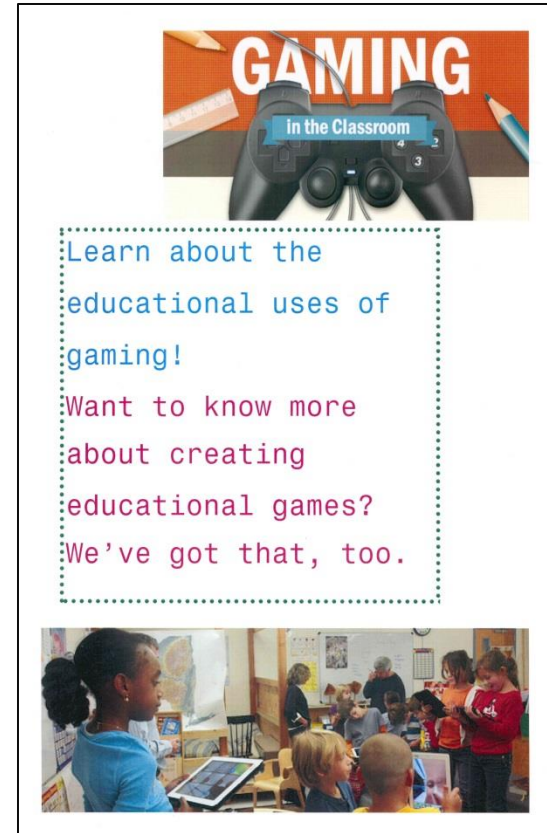*Clemson University*, mason5@clemson.edu

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Photograph taken by Micki Reid,
Cooper Library Public Information Coordinator

Sign created by Cassie Thomas,
Cooper Library Weekend Supervisor

Display Description

Games are a gateway to deep and challenging learning – good games encourage problem-solving skills through the use of information, facts, and formulas, while offering feedback and assessment, and good games often inspire passionate fan communities.

The Digital Media and Learning Lab in Tillman Hall is a fun, creative, and interdisciplinary space on campus built with educational gaming in mind.

There are two areas within the DMLL: The Incubator and The Basement. The Incubator is an area intended for app and game development, collaborative writing, audio production, and video production. It offers access to games, production tools, and platforms like Minecraft, Kodu, GameStar Mechanic, GameMaker, Scratch, Alice, MIT App Inventor, Portal, Final Cut Pro, and Lego Mindstorms. It also offers access to physical construction tools including Lego robotics, Sifteo Cubes, and building bricks. The Basement is an area for experiential, social, and unrestricted game play through MMOGs, Xbox, Kinect, and Wii.

A display of educational gaming books from both Cooper Library and the Tillman Media Center has been set up on the 4th floor New Books Shelving. Both Cooper and the Tillman Media Center also have a variety of technology available for checkout, which may be useful in a classroom setting as well as in a space such as that of the DMLL. In addition to checking out books and technology from the libraries, you can learn more about the DMLL by visiting their website, you can attend open game nights hosted every Tuesday, Wednesday, and Thursday evening in the game lab (room 229), or you can attend a meeting of The Super Smash Bros Student Organization, which meets Tuesday nights in the main lab media lounge (room 213).

- Posted on Clemson University Libraries' Blog, November 12th 2014

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