01:37:56   Deborah Shelvey: @William can you drop the link?\

01:38:02   Katherine Cachiotis:I incorporate games into Science as much as possible, but I find that the majority of the issues is with our firewalls and tech issues surrounding internet

01:38:03   Cecilia C. Morgan: Kids and college students too, they need to be engaged and for this, we teachers need to be convinced of that. Too many teachers providing the same information mechanically, without any enthusiasm or relation with their reality.

01:38:05   Fernanda Bombonato: TKS so much!!!

01:38:06   Princess Puli: @Scott Wow! That's cool. Hope to share that with our students too.

01:38:08   Murilo Lopes: Thank you Constance

01:38:11   Scott Kiessig - ScIC | PocketLab: Chris Aviles
http://www.gsesports.org/
https://twitter.com/techedupteacher

01:38:12   Nurul Syahirah Nazarudin: Fantastic insight on usage of games in education!

01:38:22   Scott Kiessig - ScIC | PocketLab: Dr. Robbie Melton
https://www.tnstate.edu/smart/

01:38:23   Robert Burns: To start an Esports team at school - Look at NASEF (North American Scholastic Esports Federation) https://clubs.nasef.org/

01:38:24   Princess Puli: Thank you Constance!

01:38:33   Marija Bikovska: Thank you Constance

01:38:34   Tyler Letendre: get students to share ideas, show them resources such as PBS NOVA and even hands on activities with PocketLab, I set up a PocketLab voyager to an RC Car and let students race then track speed and time data to improve RC car racing

01:38:36   Steve Isaacs: HELLO!!!

01:38:50   Valeria Moreira: Love the headphones Robbie! they send gamer vibes. Thax so much Constance!

01:38:58   Steve Isaacs: What a panel!

01:39:24   Rando Romulo: We do play physics simulation in PhET. Love to improve our educational games.

01:39:34   Mariam Nouri: Does anyone know where the notion that education is gross comes from? Why do students and sometimes teachers and parents think that way?

01:39:49   Alistair Douglas: I worry that these skills do not transfer - resilience in gaming does not necessarily transfer to resilience in other spheres - happy to be proven wrong! Any references on the benefits? Thank you!

01:39:52   Hemant Sharma: what are your views on mobile gaming ? is it good for school students?

01:40:21   Jamie Larsen: Can you speak to the importance of using games, even esports, as a lever to get kids outside , active, and better connected to nature?

01:40:40   Tyler Letendre: CyberPatriot welcomes students teams to Washington DC in the finals rounds

01:40:42   Lucas Pineiro: suggestion for games in physics education?

01:40:54   Rachael Gore: Are there any esports leagues for K-8th students?

01:40:56   Nurul Syahirah Nazarudin: I agree on games shouldn't be the chocolate coated on broccoli. It should be assimilated in the lesson, not just as accessories to make the lesson interesting. The topic taught should be made interesting, with game as the part of content.

01:41:01   Princess Puli: I'd really like to adapt into egames because almost all students nowadays are involved in it. I hope to relate to them and engage them with Math through it.

Ohh love the PheT simulation! I'm also using that.

01:41:06   Steve Isaacs: Chris, are there any books you can recommend regarding esports in education?

01:41:16   Hemant Sharma: your views on Battle royale games?

01:41:47   Mariam Nouri: Agario is a great game for leaning momentum

01:41:54   Badri Dhakal: hira.mani96@gmail.com

01:42:00   Tyler Letendre: Microsoft Flight Simulation, most authentic and rich with potential for educational purposes

01:42:04   Tricia Seifert: Ph

01:42:10   Scott Kiessig - SclC | PocketLab: You can find Chris's book here https://www.amazon.com/Esports-Education-Playbook-Empowering-Inclusive/dp/1951600509/ref=asc_df_1951600509/?tag=hyprod-20&linkCode=df0&hvadid=509032862638

&hvpos=&hvnetw=g&hvrand=5901759627648026669&hvpone=&hvptwo=&hvqmt=&hvd ev=c&hvdvcmdl=&hvlocint=&hvlocphy=9032311&hvtargid=pla-1057011290586&psc=1

01:42:31   Suresh Bhattarai: STEAM Educator here from Nepal. You can follow me on Twitter: https://twitter.com/bhattaraisures

01:43:06   Tyler Letendre: the platform Unity, offers an educators program that allows students to design and develop their own games

01:43:09   Dorji Lhamo: please suggest some educational games to help boost their language for lower grade.
Thank you

01:43:34   Amy Freeman Drew: awesome thanks!

01:43:45   Tyler Letendre: https://unity.com/learn/educators

01:44:09   Maritza Suarez: I still only hear and have no video.

01:44:13   Mariam Nouri: You try to move things forward one step at a time.

01:44:13   Jessica Janusz: So is this esports thing trying to make video game playing as valid as physical game playing ? Is that right? Like include it in the curriculum, add school teams, scholarships etc?

01:44:14   Rando Romulo: Here in the Philippines, many students are playing mobile legends. They even play during online class, they just turned off their cameras. e-games would be a great venture to do in education to take this gen z trends positively.

01:44:36   David Lance: Fund Xbox/PlayStation development!

01:44:38   Tyler Letendre: unity doesn't require full time internet use as it's a software

01:44:41   Corey Haught: I wish this was all available when I was in school. This is so cool to see educators and professionals coming together to talk about this and make it better going forward

01:45:25   Tyler Letendre: https://unity.com/learn/educators available offline

01:45:28   Carlos Alvarez: What is the path that leads from e-sports to stem? it is not clear to me.

01:45:29   Steve Isaacs: Learn to code and create your first 3d platform game with Unreal Engine: https://www.unrealengine.com/en-US/blog/learn-how-to-code-with-unreal-engine

01:45:33   Kim Sprafka: Does anyone offer an Esports elective to your middle schoolers?

01:45:38   David Lance: Old School? Kids find a way to play COD, Madden, and NBA2k. They buy there own Xbox.

01:45:38   Princess Puli: That's true! That's a hard one.

01:45:54   Steve Isaacs: and fortnite creative: https://www.unrealengine.com/en-US/blog/calling-all-teachers-take-part-in-hour-of-code-with-epic-games

01:46:19   Suresh Bhattarai: Here we are sharing the strength of game in education and here one of our legislative proposed to ban the PUBG and FreeFire highlighting their effects in mental health among children. How do we deal with such situation and highlight the positive side of the games in education?
01:46:28   Tyler Letendre: ;)
01:46:31   Alaa Abu nejem: What about NGSS
01:46:33   Christal Gamble: Homeschoolers take notes!!
01:46:36   Tangela Cooke: FYI: http://www.gsesports.org/ https://twitter.com/techedupteacher = 404 - Page not found (Page you are looking for is not found)

01:47:25   Steve Isaacs: Great points.
01:47:32   Maritza Suarez: I signed out and signed in and still no video just sound. Anyone else have this issue?
01:47:40   Steve Isaacs: I have video and sound
01:47:45   Nurul Syahirah Nazarudin: Not game, but simulations are great to provide visualization of foreign environment - NASA's Spitzer VR is a great start.
01:47:49   David Lance: Most popular games have 5% dedicated players. Yet this education philosophy expects all kids in the classroom to be equally engaged? The expectations don't align with real player research.
01:47:57   Dean Mendoza: (Sorry, but I switched devices. Is that OK? I went from phone to laptop.)
01:48:13   Steve Isaacs: pffffft
01:48:23   Scott Kiessig - ScIC | PocketLab: Recordings from the whole day will be available after we get them edited next week.
01:48:25   Deborah Shelvey: @Scott can you double the link for techedupteacher
01:48:26   Tyler Letendre: check if the audio icon is muted or connected to another device, my audio was oddly set to Bluetooth and I hadn't a Bluetooth device connected
01:48:38   Melissa Goes: I don't think addiction to books happens as often but I do worry about some of the students I have that are constantly reading. Addiction to the fantasy can cause problems.
01:48:41   Maritza Suarez: I am on my IPad. I was on it earlier in another meeting with no issues. This is also a new iPad. It is not old.
01:48:44   Scott Kiessig - ScIC | PocketLab: http://www.techedupteacher.com/
01:49:02   Jessica Janusz: That is mostly why we homeschool - because school is all about tests and results these days. It kills curiosity and wonder
01:49:04   Michael Gruden: This is sooooo spot on no more tests
01:49:08   Faith Howell: The task for teachers is about choosing the game that aids in the teaching goal, not to make the teaching goals about the game.

01:49:20   Gajanand Mahato: hello Everyone

01:49:31   Kate Mulligan: games have a "low floor and a high ceiling" meaning everyone can step in and participate and there's no upper limit.

01:49:39   Jay Pandit: hello from Nepal

01:49:47   Jessica Janusz: I feel however that kids can sort of "smell" when we are giving them educational games and they're still not as fun as say, fortnight.

01:49:50   Nurul Syahirah Nazarudin: Kids should not just learn, but to experience the lesson as well

01:49:50   David Lance: Who has a framework for the Future of Standardized Testing that is based on critical thinking?

01:50:02   Victor Intermaggio: Great points. The gamification question also gets to a difference between "chocolate covered broccoli" (extrinsic motivation) vs "Blueberries" (keeping the food metaphor, this is food that I'd argue is healthy and also intrinsically appealing). Good learning games will be the latter (games that are intrinsically fun to play), and will NOT be 'gamification' as just slapping on external rewards to a lesson plan.

01:50:25   Hemant Sharma: Most of us get scolded for playing games 😂. when will our parents let us play games?

01:50:30   Victor Intermaggio: to a lesson plan

01:50:52   Kerry Eastwick: I think we sometimes get so caught up in formal education that we forget the same goals can be achieved through many different ways.

01:50:54   Princess Puli: How can we appeal that to parents? You know, parents are the hardest ones to convince how Math and Science and Games and simulations relate to each other. And that there's a relationship between gaming and learning.

01:51:16   Carlos Alvarez: Which e-sports-level game do you think that connects with science or math and in why?

01:51:17   Melissa Goes: Is there any research into game fatigue? One of the teachers at my school teaches Social Studies on a game type platform and I have several students complain about it wanting to learn just regularly.

01:51:19   Steve Isaacs: Garden State esports published a fantastic SEL curriculum!

01:51:24   David Lance: Biology as eSport: Immune Game Project: https://youtu.be/U8omIzctyX0

01:51:45   Jessica Janusz: As a homeschooler incorporate games in our days, they really enjoy the educational board games a lot, they don't really like the "educational video games" as much : / They do enjoy educational shows like magic School bus though and wild kratts

01:51:48   David Lance: Keep updated on the project at: ImmuneGameProject.com

01:51:54   Maria del Mar Diaz: We have a problem with parents, because sometimes they will feel that using games in class is a waste of time and that we are not teaching.

01:51:54   Orrin Castillo: The movie 'Ender's Game' is a great example of how gaming promotes team work, innovation, and learning.

01:51:57   zoom viewer: yes steve isaacs, GSE is gret!

01:51:58   Sara Hallgren: If you are asking a question to panelists, make sure you direct you question to them in the chat and not open to attendees

01:52:03   Hemant Sharma: Games are the greatest enemy of our parents😂😂

01:52:06   Ananta Bhandari: expecting the mode targeting rural kids, intend to acquire maths and science.

01:52:33   Cherilus Sam Bracley: what kind of advice that you can give to am international student, rising senior, who know html, css, javascript, well, mastering Java and C who want to study biology and cs ?

01:52:37   Princess Puli: Ender's Game... Great movie!

01:52:39   Sonam Tshering: How can esport add value to the social interactions a learner experiences?

01:53:03   Kerry Eastwick: I agree with Chris - by bringing esports into the school we are capturing a wider range of students. I have taught several really low academic students who were completely disengaged through games. Engagement and results improved.

01:53:05   Jessica Janusz: Maria Del Mar Diaz - when my son went to school and where he goes to camp I do get upset about screens in school because I try to make sure he has no more than 2hrs/day of screens and if he's having it at school and I don't know, then he is over his screen limit.

01:53:19   Hemant Sharma: Can eSports be our future ??

01:53:32   Melissa Goes: 'Ender's Game' also shows how easy it can be to lose sight of what is real and what is a game. Also, how easy it is to manipulate others through the game.

01:53:35   Gajanand Mahato: Scouting is best option

01:53:54   Scott Kiessig - ScIC | PocketLab: Access a cheat sheet of Esports/game terminology here https://docs.google.com/document/d/1Bn7FHav6asexQgvuZaJDydEu1sLDIlccn03537WTHQQ/edit?usp=sharing

01:54:03   Rajaneesh Chandra Gupta: for a science teacher which is the best app for online classes ?

01:54:11   Patricia Archila: hello from Guatemala

01:54:13   Jenan Berrios: Is there an example of Esports which includes science standards for 6th graders? Is this a website or something we have to purchase? I am a visual learner so need to see an example :)

01:54:25   Tyler Letendre: I loved seeing students teach each other when the game or program they are working on challenges them enough that they start asking one another for help

01:54:29   Scott Kiessig - ScIC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWNapOt_wuEx5sbCpE1lR9-uHw/edit?usp=sharing

01:54:29   Ray Decker: Screen time issues have been a topic of discussion at our school.

01:54:57   Maria del Mar Diaz: Jessica Janusz, you're right, and that's what a lot of parents say

01:55:00   Mariam Nouri: Does anyone have a list of free or affordable games?

01:55:23   Alaa Abu nejem: Do these games take into account the stimulation of students' thinking levels?

01:55:27   Gajanand Mahato: No esports should not be our future!

01:55:46   Jessica Janusz: I also get upset when schools prioritize screens but not outdoor time. At least do the screens in the fresh air lol or reading/worksheets. lol

01:56:01   Godwyn Morris: Games don't have to be digital. There are wonderful educational board games. I have kids design their own board games as part of the learning process. They love this

01:56:05   Christal Gamble: www.boddlelearning.com is an excellent free app for MATH - Homeschooler tip!

01:56:17   Eileen Resnick: Are there any physical games that can be incorporated into Science?

01:56:43   Kirsti Alvarez-Thomas: Can you please add that to the chat?

01:56:56   Missy Brosius: Kesler Science has some board games connected to MS content

01:57:00   Jessica Janusz: Eileen there is a board game called Wildcraft you can get on Amazon that teaches botany

01:57:03   Scott Kiessig - ScIC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWNapOt_wuEx5sbCpE1lR9-uHw/edit?usp=sharing

01:57:03   Hemant Sharma: Is there any certificate for the participants of this meeting ??

01:57:06   Melissa Goes: I think time for physical play is important too. Even for the older students.

01:57:09   Kathy Brisacher: Thank you, Dee Shelvey!! Always so helpful to have your links document.

01:57:13   Scott Kiessig - ScIC | PocketLab: A professional development certificate will be provided to everyone who attends live!

01:57:13   Gajanand Mahato: list all apps in Chat please

01:57:30   Tricia Seifert: I co-developed a boardgames to promote college readiness with a team of student game designers called Success Prints Crash Course. Check it out at www.successprints.shop

01:57:31   Maria del Mar Diaz: Thanks,

01:57:32   Steve Isaacs: Great session!

01:57:33   Adrienne Parker: https://www.oercommons.org/

01:57:35   Sayda Mejía: 🥰

01:57:55   Mariam Nouri: I learned so much about space from "Kerbal space program". It's not free though.

01:58:00   Sayda Mejía: great session.

01:58:02   Scott Kiessig - ScIC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

01:58:15   Ma. Lourdes Antonio: MineCraft for Education is a nice app which we can use in science.   There are available lesson plans as well in MineCraft for Education.

01:58:17   Nurul Syahirah Nazarudin: Awesome session!

01:58:19   Scott Kiessig - ScIC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

01:58:35   Scott Kiessig - ScIC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

01:58:37   Michael Gruden: Already added min purple spot

01:59:05   Ian Nairn: great to be able to join you all today from the UK

01:59:06   Scott Kiessig - ScIC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

01:59:07   Steve Isaacs: Later, we will be sharing lesson plans geared toward science using Fortnite Creative. Join Al Gonzales and me for that session!

01:59:16   Hemant Sharma: 🇳🇵 🇳🇵 🇳🇵

01:59:37   Emily Weryho: I think in education, there is a tendency to latch onto the 'new' and the 'next' thing and re-frame lessons, or courses, or curricula around that new/next thing. Then, there is inevitably back-also as other important factors are pushed to the side (things people have mentioned her - outdoor time, the arts, physical activity, critical thinking etc) which them prompts a 'back-to-basics' approach where we redress the whole idea of teaching … then something new/next comes up an the whole

process starts all over again. Maybe it would be better to just manage diversity of pedagogy and create a holistic experience?

01:59:43   Roshan Bhusal: 🇳🇵

01:59:48   Scott Kiessig - ScIC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

01:59:53   Laura Medina: hello to everyone from Colombia 🇨🇴

01:59:54   Abdul Karim Miya: 🇳🇵

02:00:01   Scott Kiessig - ScIC | PocketLab: Recordings from the whole day will be available after we get them edited next week.

02:00:12   Gajanand Mahato: Jai Nepal

02:00:16   Scott Kiessig - ScIC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

02:00:33   Jessica Janusz: Emily Weryho *applause*

02:00:55   Scott Kiessig - ScIC | PocketLab: The replay videos will be emailed out in the next couple weeks

02:01:06   Hemant Sharma: is that issue only for me? I am not able to view full screen

02:01:14   Scott Kiessig - ScIC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

02:02:01   Amy Freeman Drew: will the full webinar be available after the fact. would love to share bits with my staff.

02:02:19   Hemant Sharma: your views on Battle royale games

02:02:30   Scott Kiessig - ScIC | PocketLab: The recordings from the whole day will be sent out in a couple week

02:02:44   Patricia Archila: Guatemala city

02:02:51   Valarie Kerr-Davis: thanks but I can't insert St. Lucia

02:02:54   Scott Kiessig - ScIC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here https://app.thepocketlab.com/lab-report/UCjF0stX0001h_Lf?ro=1&ref=%2Fhome

02:02:56   Gajanand Mahato: Kathmandu

02:03:08   Gajanand Mahato: can't inser

02:03:19   Hemant Sharma: when is Neil Tyson coming ?

02:03:22   Mariam Nouri: @Emily Weryho ---- I agree with you. Some latch on to the new and forget about the fact that "reading" also works. The "new" is only one additional tool in your toolbox.

02:03:24   Simona Balca: 9:50 is in how many minutes?

02:03:38   Valeria Moreira: Like 2?

02:03:40   Jennifer Fulton: 2 minutes
02:03:51   Hemant Sharma: nice music
I would love to dance
02:03:52   Jennifer Fulton: 12:50 EST
02:04:02   Jennifer Fulton: It seems from the map many of us are EST :)
02:04:04   Emily Weryho: Plus if every teacher just starts gaming, the students will just associate that with school (which, why is school looked at as so awful?)
02:04:18   Simona Balca: 😊 Thanks!
02:04:21   Dorji Lhamo: when are you going to resume ?
02:04:26   Tangela Cooke: My notebook is taking forever to load.
02:04:27   Emily Weryho: we should just look at it as another tool in the toolbox
02:04:31   Jennifer Fulton: Simona, what a beautiful name!
02:04:43   Scott Kiessig - ScIC | PocketLab: Next session coming up in a couple minutes!
02:05:17   Sherry Gibson: Thanks