Teacher Attitudes about Digital Games in the Classroom

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in collaboration with BrainPOP®

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Overview of Research

advancing
children's learning
in a digital age

- National survey of 500 teachers who use digital games in their K-8 classrooms

- Games & Learning Publishing Council initiative at the Joan Ganz Cooney Center

- Video case studies that complement survey with in-depth examples of teacher practice

Research Goals

advancing
children's learning
in a digital age

- To investigate what TEACHERS think about game-based learning

- How games impact students beyond academic achievement

- Mixing of qualitative interviews with quantitative data to provide more complete picture of teacher beliefs and practice

Survey Findings

Who are the teachers in our survey?

- **505 teachers** evenly sampled from across USA

- Majority **K-5th grade** classroom teachers

- **20% are Special Education** teachers

- 86% teach in public schools, **60% of which are Title 1 schools**

- 80% have been teaching 5+ years ... 25% teaching between 5-9 years, **20% teaching 25+ years!**
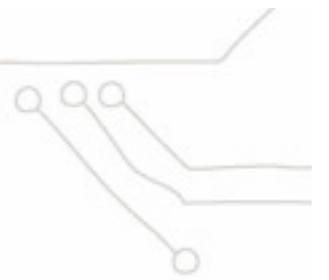
Survey Findings

Comfort level & frequency of use

- Teachers who identify as **"very or moderately comfortable"** using digital games in the classroom also use games more frequently with their students

- 32% use games 2-4 days per week, *18% use them every day*

- *K-5 teachers reported higher usage* than middle school teachers - 57% vs. 38%
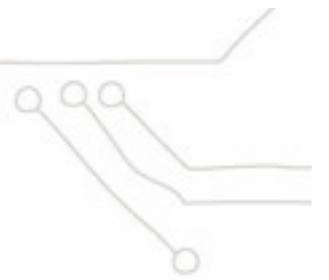
Survey Findings

Benefits to lower-performing students

- 70% of teachers agree that using digital games **increases motivation and engagement** with content/curriculum

- 62% report that games make it **easier for them to level lessons and effectively teach** the range of learners in their classroom

- 60% say that using digital games **helps personalize instruction, better assess knowledge, and collect helpful data**

Survey Findings

Benefits to all students

- 60% of teachers observed that games foster **more collaboration** amongst students and enable students to **sustain focus on specific tasks**

- **>10% of teachers reported negative experiences** using games, such as delayed content delivery (8%), behavioral issues with lower-performing students (7.7%) and/or increased conflict between students (5.1%)
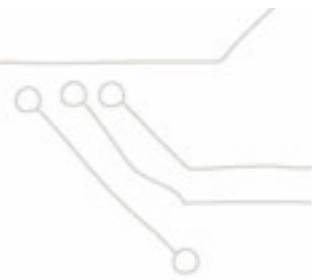
Survey Findings

Types of digital games

- 95% of teachers use digital games that were created *specifically for educational use*

- These games are used most often in connection with *literacy/reading* (50%) and *math* (35%) content

- Only 18% of teachers report *adapting commercial games* for their educational environments

Survey Findings

Professional learning

- The majority of teachers first learned about using digital games from an **in-service professional development** (46%), followed by self-directed study (35%)

- **only 12%** of teachers reported learning about digital games during **preservice** training

Sources for Ongoing Learning About Digital Games

| Source	Percentage
Other teachers within my school/district	66%
Self taught	50%
Seminars, conferences, conventions	42%
Online discussion forums for educators	30%
Video tutorial sharing sites	21%
Online discussion forums for gamers	15%
Social networks	12%
Game-specific communities	7%
Some other source	1%
I do not go anywhere	5%
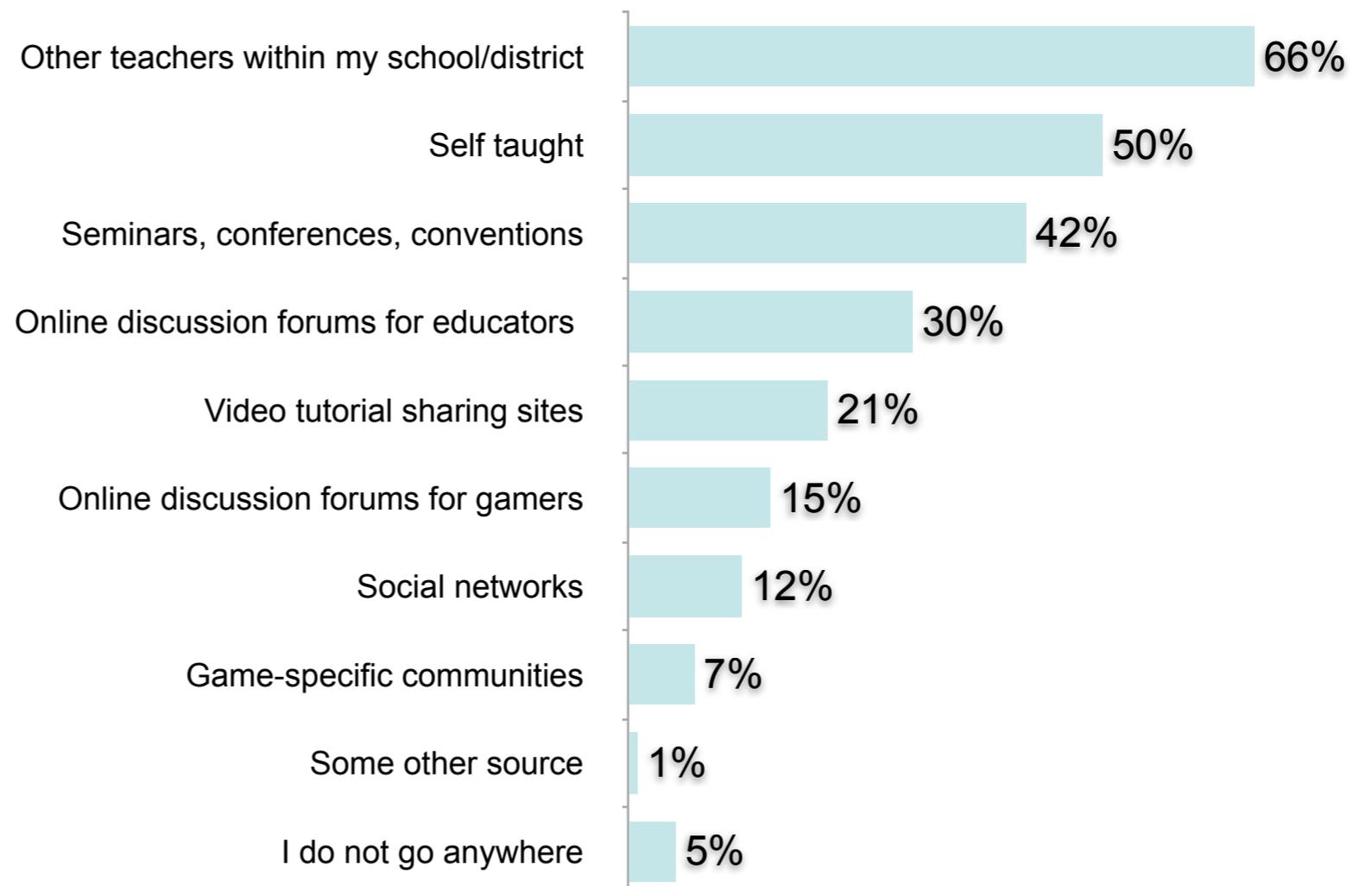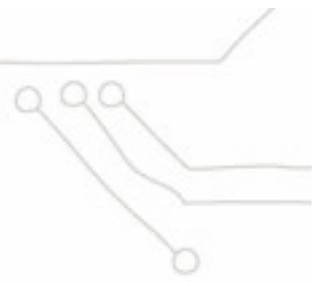
Survey Findings

Barriers to digital game use

- *Cost* is the number one barrier to using digital games in the classroom (50%), followed by *access to technology resources* (46%)

- *Emphasis on standardized tests* also appears to be a substantial barrier (38%)

- *Less than 5%* of teachers report that parents/administrators are "not at all supportive" of digital game use at school
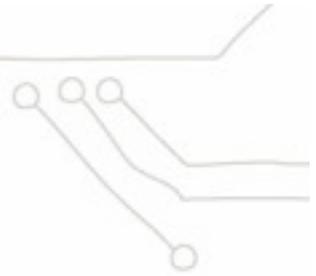
Survey Findings

Spending: current & future

Amount Spent Per Year On Digital Games

- $0 — 20%
- $1 - $19 — 3%
- $20-$49 — 8%
- $50-$99 — 12%
- $100 or more — 17%
- Not sure — 40%
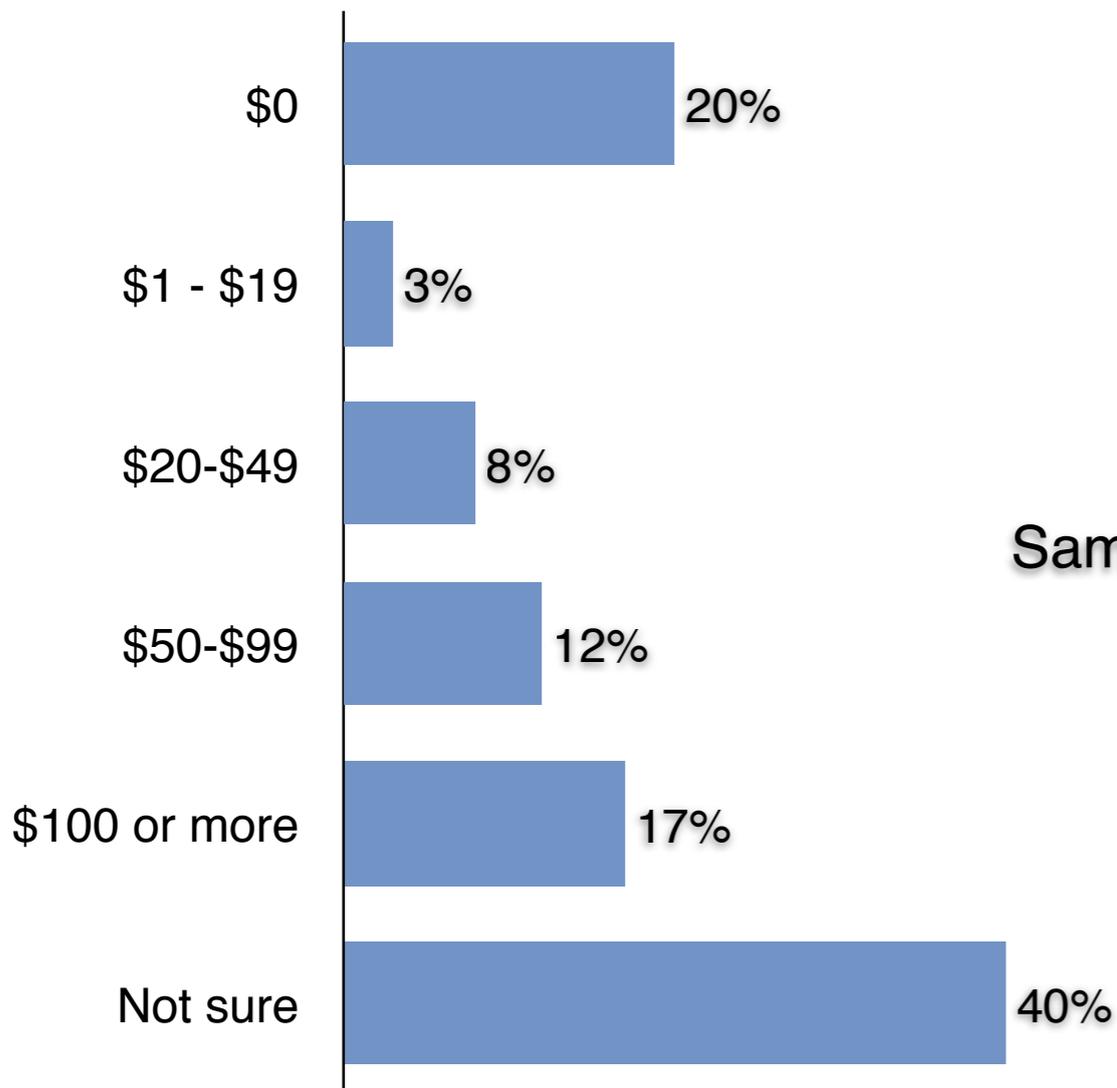
Expected Allocation For Digital Games Over Next 3 Years

- More resources 36%
- Less resources 20%
- Same amount of resources
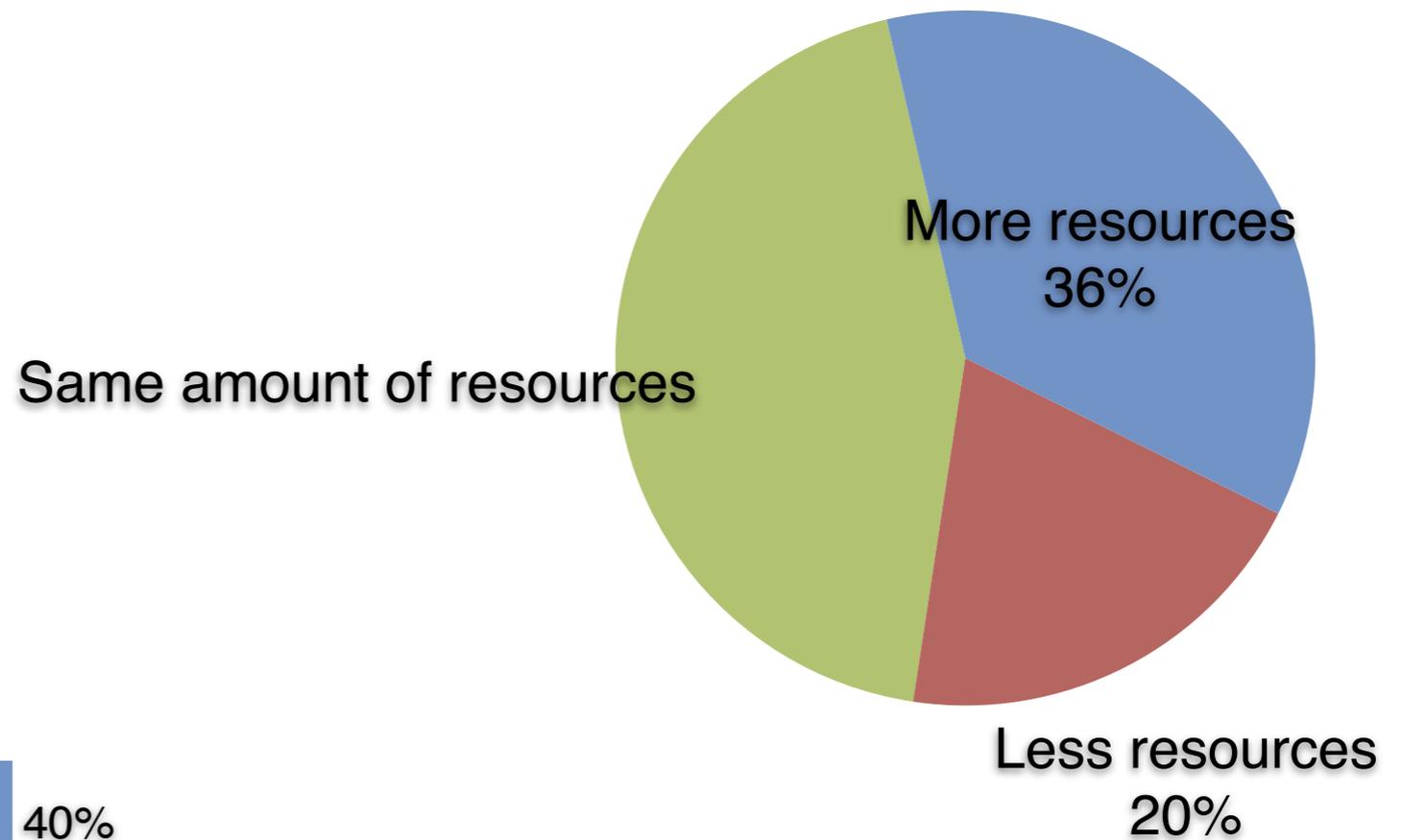
The *Teacher Attitudes about Digital Games in the Classroom* survey is part of research being conducted by the Games and Learning Publishing Council with the aim of identifying areas of innovation in the games and learning space. The Games and Learning Publishing Council, convened by the Cooney Center and E-Line Media, is generously funded by the Bill & Melinda Gates Foundation, the John S. and James L. Knight Foundation. This survey was conducted in collaboration with and support from BrainPOP.