Article Critique: Integrating Commercial Off-the-Shelf Video Games into School Curriculums

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This article discusses the issue of using Commercial Off-the-Shelf (COTS) Video Games into great learning tools. The authors note that games have a history for instructional purposes, and have been found to be a valuable instructional practice. It also gives a list of proposals for instruction and learning for the educator.

Synopsis

[This is where you describe the content of the article in your own words. It should be about four paragraphs explaining what is in the article. Remember whenever you refer to the article you must cite it. In the first paragraph describe the background ( in a research article this is called the *literature review*). Be sure to end with a transition word or sentence to lead into the next paragraph. Triple click anywhere in this paragraph to begin typing.]

 [In the second paragraph describe what they did or what happened (in a research article this is called the *methodology* . Be sure to end with a transition word or sentence to lead into analysis of your paper. Triple click anywhere in this paragraph to begin typing.]

[In the third paragraph describe what the outcome (in a research article this is called the *results*). Be sure to end with a transition word or sentence to lead into analysis of your paper. Triple click anywhere in this paragraph to begin typing.]

[In the fourth paragraph describe what was concluded (in a research article this may include the *discussion: limitations, conclusions* or *implications,* and *suggestions for future studies* ). Be sure to end with a transition word or sentence to lead into analysis of your paper. Triple click anywhere in this paragraph to begin typing.]

Analysis

[This is the most important part of your review. It should be one to four paragraphs saying what YOU think and supporting your opinions. Some things to ask yourself: Did they do what they set out to do? Do their conclusions make sense? Would their suggestions work? What are the potential problems? Be sure to end with a transition word or sentence to lead into Section 3 of your paper. Triple click anywhere in this paragraph to begin typing.]

Implications for practice

[This is the third and final main topic of your paper. It should be one to four paragraphs explaining why this is important or not. Be sure to end with a transition word or sentence to lead into the Conclusion of your paper. Triple click anywhere in this paragraph to begin typing.]

Conclusion

[This is the conclusion of your paper. It should be one or two paragraphs summarizing your paper. It should also contain your conclusions or findings. Triple click anywhere in this paragraph to begin typing.]

# References

Charsky, D., & Mims, C. (2008). Integrating Commercial Off-the-Shelf Video Games into School Curriculums. *TechTrends* , Volume 52 Number 5 pages 28-42.

Eck, R. V. (2006). Digital Game-Based Learning: It's Not Just the Digital Natives Who Are Restless. *EDUCLAUSE Review* , Volume 41 Number 2 Pages 16-30.

Teed, R. (2005, 06 20). *Game Based Learning.* Retrieved November 4, 2010, from Science Education Resource Center at Carleton College: http://serc.carleton.edu/introgeo/games/