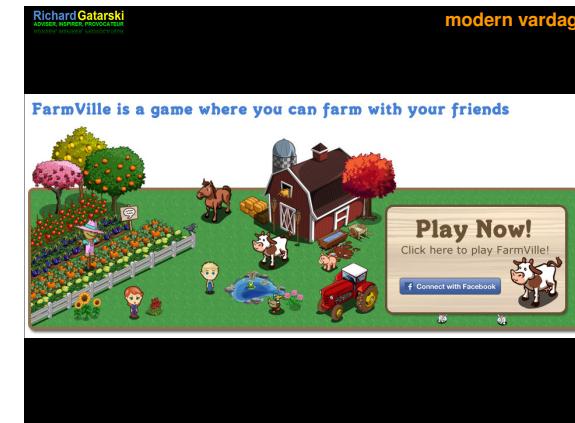


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ARTICLES, BLOGS, PODCASTS
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Call of Duty: Modern Warfare 2 destroys records in first day sales rampage, pulls in \$310M

BY ROBERT JOHNSON
DAILY NEWS WRITER

Friday, November 13th 2009, 1:17 PM

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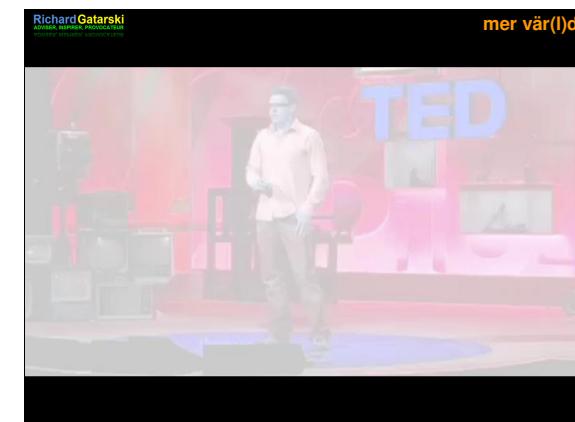
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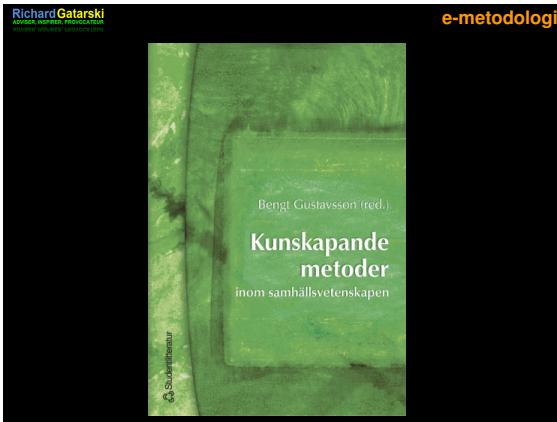
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ARTISAN NEWS 3 715







don dillman på aapor 2002

Guest Book | **Don A. Dillman**
Social and Economic Sciences Research Center
Washington State University

My main memory of that experience is going to meetings to face the skeptical discussants [...] how doubtful they were that I could collect accurate information on the telephone.

les sheldon @ indiana university

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Gaming the Classroom

Grading Procedure
You will begin on the first day of class as a Level One avatar. Level Twelve is the highest level you can achieve:

Level	XP*	Letter Grade
Level Twelve	1860	A
Level Eleven	1800	A-
Level Ten	1740	B+
Level Nine	1660	B
Level Eight	1600	B-
Level Seven	1540	C+
Level Six	1460	C
Level Five	1400	C-
Level Four	1340	D+
Level Three	1260	D
Level Two	1200	D-
Level One	0	F

mer poäng

Just add points?

WHAT UX DESIGNERS CAN (AND CANNOT) LEARN FROM GAMES

Sebastian Deterding
UXCamp Europe
Berlin, May 30, 2010

comment to tom

Jen Silver (+31)
Nov 2 2010: WHY, OH, WHY, can't we channel the fun AND "addictiveness" of gaming into quality EDUCATION?? My 6 year old can name all 493 pokemon, complete with detailed information on their powers, weaknesses, and evolutions. Yet, he HATES memorizing things for school! Why?? Because pokemon are fun, game based multimedia with which he can identify, and his schoolwork still consists of sitting down to do a ditto sheet basically unchanged since 1930. IMAGINE what our children could learn, if they

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