

## **ARTE 492 or 592: Independent Study (3 credits)**

While all institute participants will meet with Dr. Patton and VCU graduate students during the fall semester on the implementation of what they learned at the institute, those participants who are taking the class for credit will be expected to meet regularly on the development and status of their game curriculum. To see the application of the curriculum and its effects, participants taking the course for credit will be expected to conduct action research on the teaching game design at your school.

This action research should include:

- Research Question
- Background of those involved in the class (students, teacher, etc.)
- Expected Learning outcome w/performance indicators
- Teaching strategies
- Assessment of learning outcomes
- Assessment of project
- Project results
- Interpretation of results
- Reflection on Action Research
- Reflection on essential competencies of
- Dissemination

Documentation of teaching and assessment are expected as part of this process. Documentation can include video of instruction, student interviews, with students, in-progress critiques and game files, photo documentation, etc.

To culminate the efforts of the action research, participants who are taking the course for credit will write an article intended for *Art Education* based on their action research (3000 words + citations). This article should indicate the institute experience as well as how participants used what they learned in their teaching of digital games.