

Game-Based Assessment

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The Digital Desert



The Digital Ocean



#FOTC2015

THE AMERICAN BOARD *of* PEDIATRICS
FOUNDATION

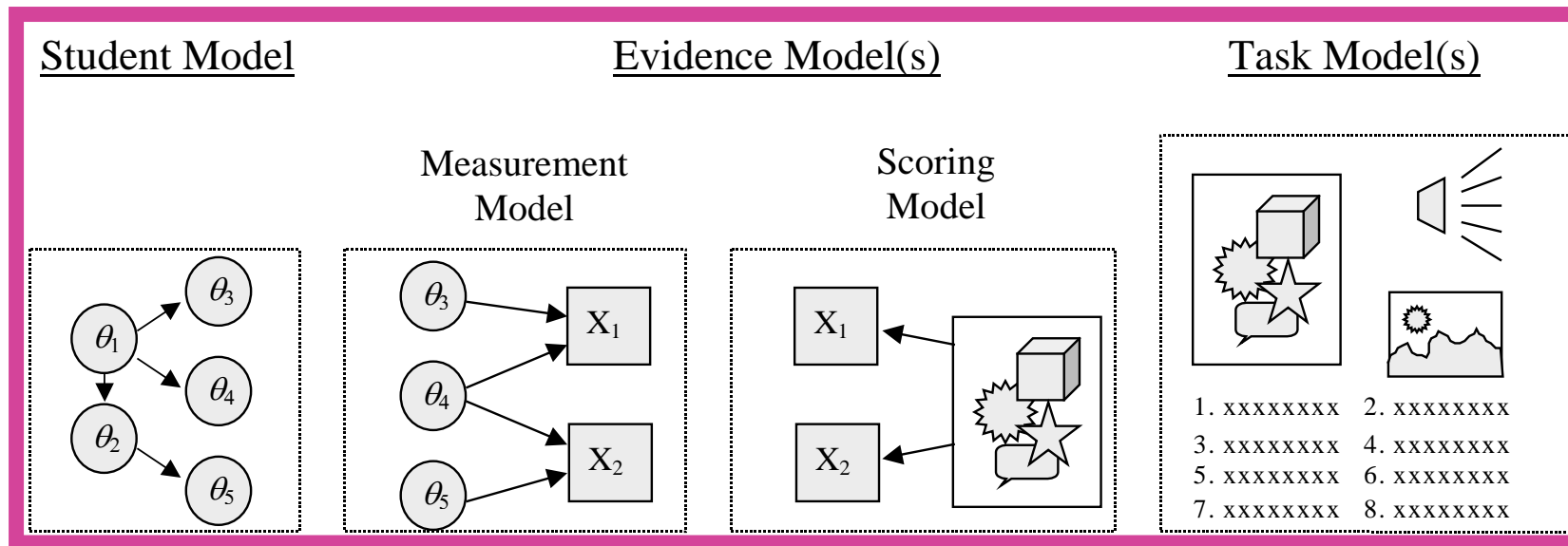


Instrument



Capture

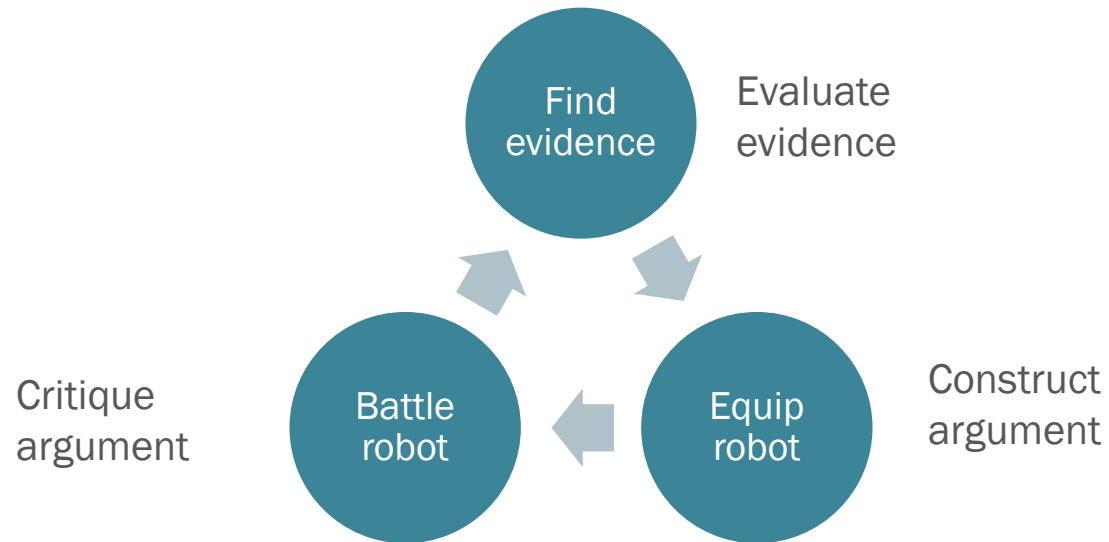
Evidence-Centered Design



Student Model

Level	Interpretation	Expression
	Achievement	Achievement
Preliminary	Reason-1-I-A Identifies reasons people give to support a specific point	Reason-1-E-A Generates at least one reason to support a specific point, in sentence form
Foundational	Reason-2-I-A Identifies supporting reasons or evidence in an argument and relates them to the point they support	Reason-2-E-A Generates multiple reasons to support a point, and uses these reasons to counter others' argument in an engaging, familiar context
Basic	Reason-3-I-A Recognizes and explains the relationship between main and supporting points and keeps track of which evidence supports which point	Reason--3-E-A Builds logical, hierarchically structured arguments by selecting and arranging reasons and evidence to support main and subsidiary points
Intermediate	Reason-4-I-A Identifies specific points in a text that are vulnerable to objections and counterarguments	Reason-4-E-A Creates simple critiques or rebuttals that critically provide summaries of or responses to other people's arguments

Student Model → Task Model



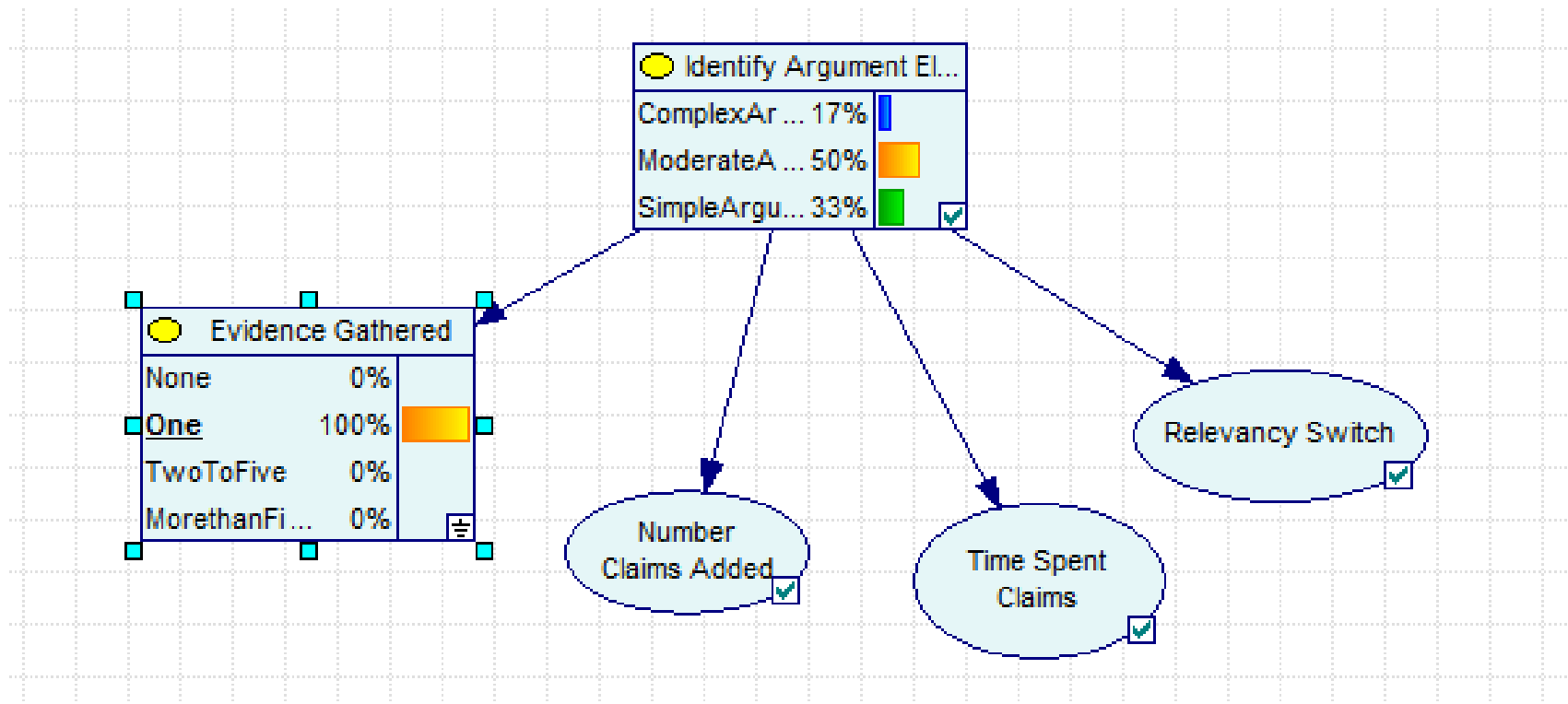
Task Model



Evidence Model

09-18-2013 23:34:17	Battle	00a8b490-f8a7-11e3-8000-000000000000	Set_up_battle	Player 3323 Opponent 3322
09-18-2013 23:35:18	Battle	00a8b490-f8a7-11e3-8000-000000000000	Display_PlayerOpeningStatement	Display Player 3323
09-18-2013 23:36:19	Battle	00a8b490-f8a7-11e3-8000-000000000000	Display_OpponentOpeningStatement	Display Opponent 3322
09-18-2013 23:37:20	Battle	00a8b490-f8a7-11e3-8000-000000000000	Start_turn	Start Turn true
09-18-2013 23:38:21	Battle	00a8b490-f8a7-11e3-8000-000000000000	Select_target	Target OpponentBot1
09-18-2013 23:39:22	Battle	00a8b490-f8a7-11e3-8000-000000000000	Select_target	Target OpponentBot1
09-18-2013 23:40:23	Battle	00a8b490-f8a7-11e3-8000-000000000000	Battle_Select_NotRelevant	Select NotRelevant 102 0
09-18-2013 23:41:25	Battle	00a8b490-f8a7-11e3-8000-000000000000	Display_BotDialogue	Display PlayerBot0
09-18-2013 23:42:10	Battle	00a8b490-f8a7-11e3-8000-000000000000	Launch_attack	CORE_ATTACK NOT RELATED OpponentBot1
09-18-2013 23:42:10	Battle	00a8b490-f8a7-11e3-8000-000000000000	Bot_killed	Bot Killed OpponentBot1
09-18-2013 23:34:17	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Set_up_battle	Player 3322 Opponent 3321
09-18-2013 23:35:18	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Display_PlayerOpeningStatement	Display Player 3322
09-18-2013 23:36:19	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Display_OpponentOpeningStatement	Display Opponent 3321
09-18-2013 23:37:20	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Start_turn	Start Turn true
09-18-2013 23:38:21	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Select_target	Target OpponentBot1
09-18-2013 23:39:22	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Battle_Select_NotSupporting	Select NotSupporting 101 0
09-18-2013 23:40:23	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Display_BotDialogue	Display PlayerBot0
09-18-2013 23:41:25	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Launch_attack	CORE_ATTACK NOT SUPPORTING OpponentBot1
09-18-2013 23:42:10	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Start_turn	Start Turn false
09-18-2013 23:42:10	Battle	0f5599d0-f7e0-11e3-8000-000000000000	Display_BotDialogue	Display OpponentBot1

Evidence Model



Final Thoughts

- It takes a village
- Validity, reliability, and fairness are still important
- There are many types and purposes for assessment, games don't suit them all
- Our biggest challenge is not to recreate our current world with new technology but to reinvent our conceptualizations to take advantage of a digital-first world