

# UNIT 4 – HOW ARE STEM CONCEPTS CHANGING THE WORLD?

## ADDITIONAL RESOURCES

### LESSON 29: GAMIFICATION

Jane McGonigal presents a TED Talk on how gaming can make the world a better place because the game world helps us practice being the best we can be.

<https://www.youtube.com/watch?v=dE1DuBesGYM>

Gamification to improve our world

<https://www.youtube.com/watch?v=v5Qjuegtiyc>

A Speed Camera Lottery – example of Gamification

<https://www.youtube.com/watch?v=iynzHWwJXa>

The Future of Creativity and Innovation is Gamification

<https://www.youtube.com/watch?v=ZZvRw71Slew>

Gamification really starts with an understanding of core drives

<http://yukaichou.com/gamification-examples/octalysis-complete-gamification-framework/>

Research how video games make us smarter. Do you agree? Why or why not?

<https://www.youtube.com/watch?v=FktsFcoolG8>

Students can develop their own STEM game

<http://store.steampowered.com/app/214850/> [has fee]

### LESSON 30: DEAF CAN! HOW CAN YOU CHANGE THE FIELD AND EDUCATE HEARING PEOPLE ABOUT HOW DEAF PEOPLE CAN BE INVOLVED IN STEM?

Promoting learning and engagement in STEM through ASL CLEAR

<https://www.youtube.com/watch?v=ijrMuhRVZFs>

Deaf and Hard of Hearing students and STEM

[https://www.youtube.com/watch?v=YBKQ\\_r2jz\\_U](https://www.youtube.com/watch?v=YBKQ_r2jz_U)

## **ADDITIONAL RESOURCE:**

**10 Best STEM Resources for PreK to 12 as established by the National Education Association.  
Excellent first stop if you want to find some free STEM Educators materials:  
<http://www.nea.org/tools/lessons/stem-resources.html>**