EdTech’s Chris Haskell won the 2013 innovator award from the International Association for K-12 Online Learning for his groundbreaking work in quest-based learning.

Haskell has thoroughly tracked student success with QBL and has encouraged replication through a tiered-use learning management system at 3dgamelab.org.

Unlike traditional instruction that relies greatly on memorization, quest-based learning (QBL) focuses on an individualized and flexible curricular experience.

Teachers in a quest-based approach do not assign letter grades to completed quests. Dismissing the industrial paradigm approach in favor of a digital age sensibility, teachers either approve a quest because it meets all expectations or return the quest to the student for revisions and resubmission. Just like video games, quest-based learning supports multiple attempts without punishment to promote learning from mistakes.

Like digital games, quest-based learning promotes the use of badges, achievements, and awards to mark student progress, recognize specialization, and provide multiple forms of formative feedback and evaluation. Teachers in a quest-based approach can designate specific badges to represent important or required elements of the curriculum. Tools that deliver quest-based learning also provide students with progress bars. Using experience points, progress bars can show progress toward the winning condition, the next rank or level, or even individual standards or competencies.

Haskell was previously recognized by the New Media Consortium’s Horizon Report for 2012 nmc.org/publications/horizon-report-2012-higher-ed-edition >.

The 3D GameLab was recognized in 2012 as a finalist in the Software and Information Industry Association’s Innovator Incubator Award, and won the Digital Media Learning Badges for Lifelong Learning competition. Explore 3D Game Lab at 3dgamelab.org.shivtr.com/ >.