

EdTech professor wins iNACOL award for innovation in teaching

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 3dgameplay.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



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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 3dgameplay.org.shivtr.com/ >.