

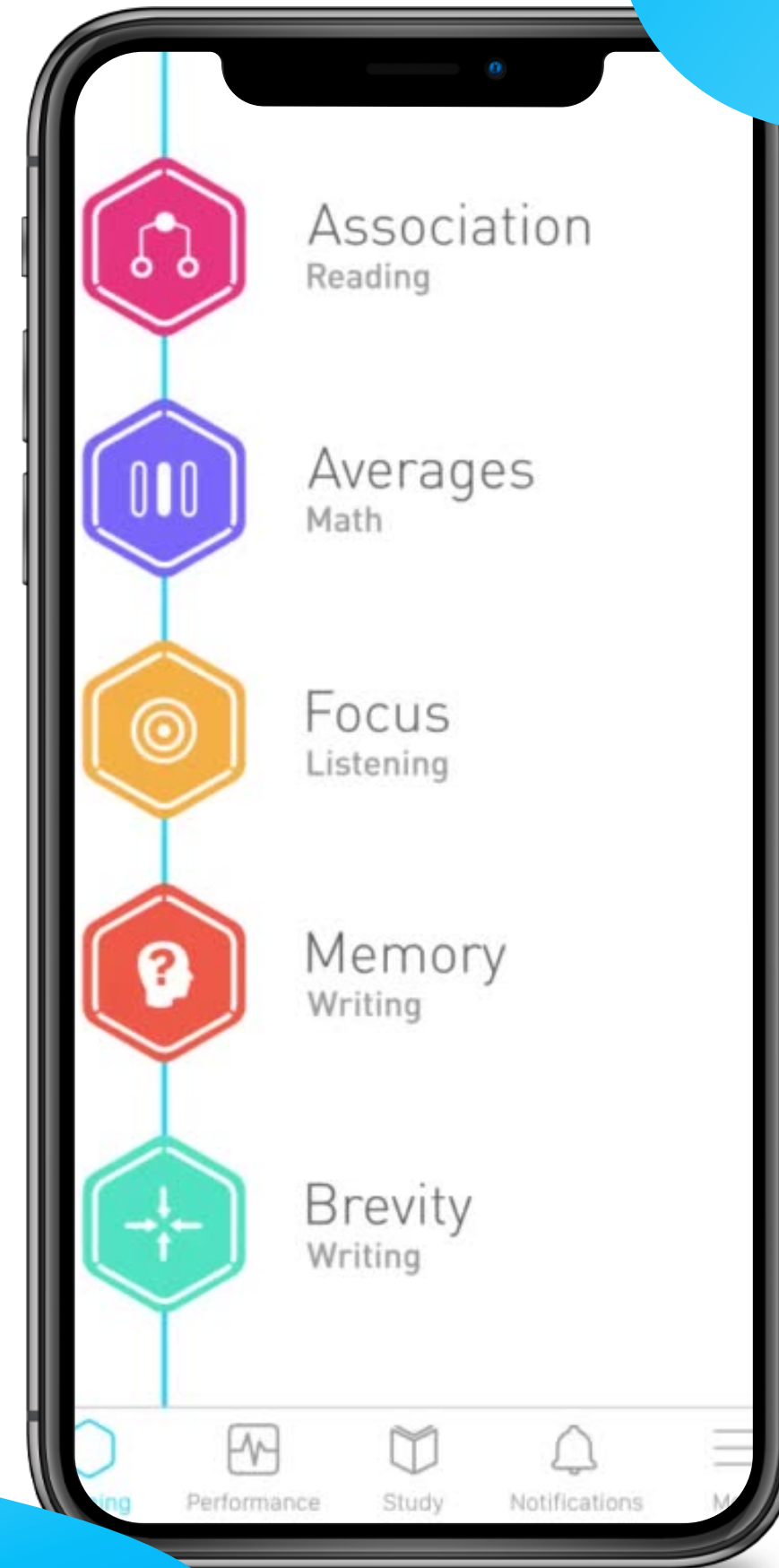


ELEVATE

Cognitive Training App



Deisy Castillo





**IMPROVE
SKILLS**

Improving is more important than...



vs.



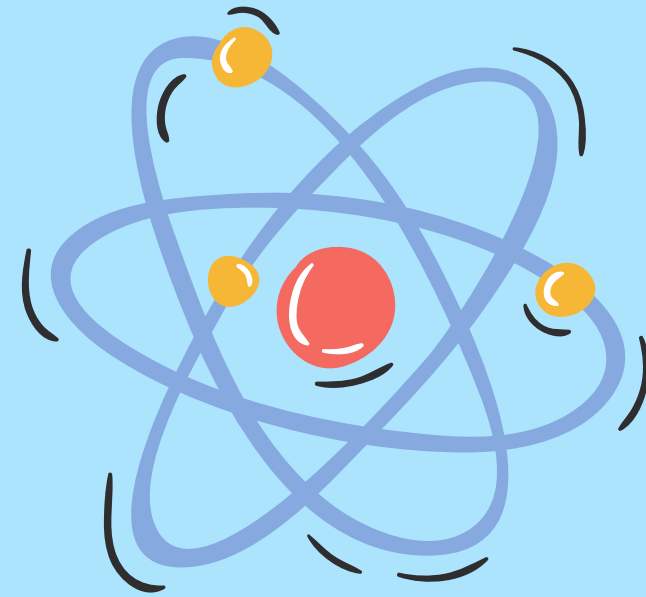
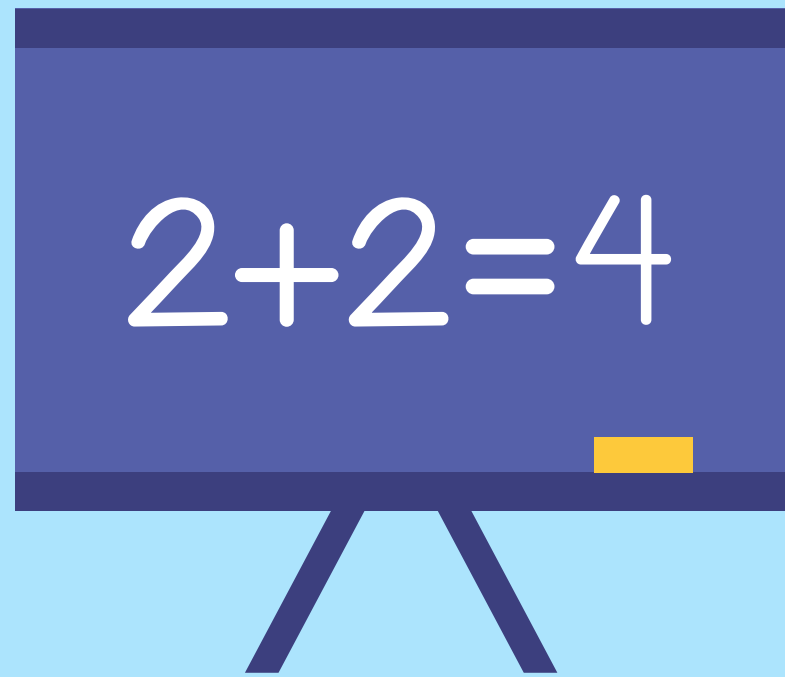
... earning
a reward

"THE POSITIVE COGNITIVE EFFECT ON LEARNERS ADOPTING MASTERY GOALS HAS BEEN VERIFIED."

Pintrich, 1996, p. 241, as cited in Schunk, 2012



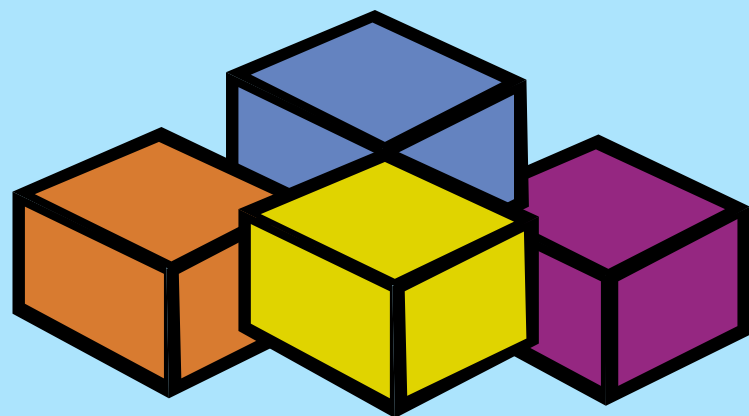
**"DIGITAL GAMES HAVE BEEN
SHOWN TO PROMOTE
GENERAL EDUCATIONAL
SKILLS..."**



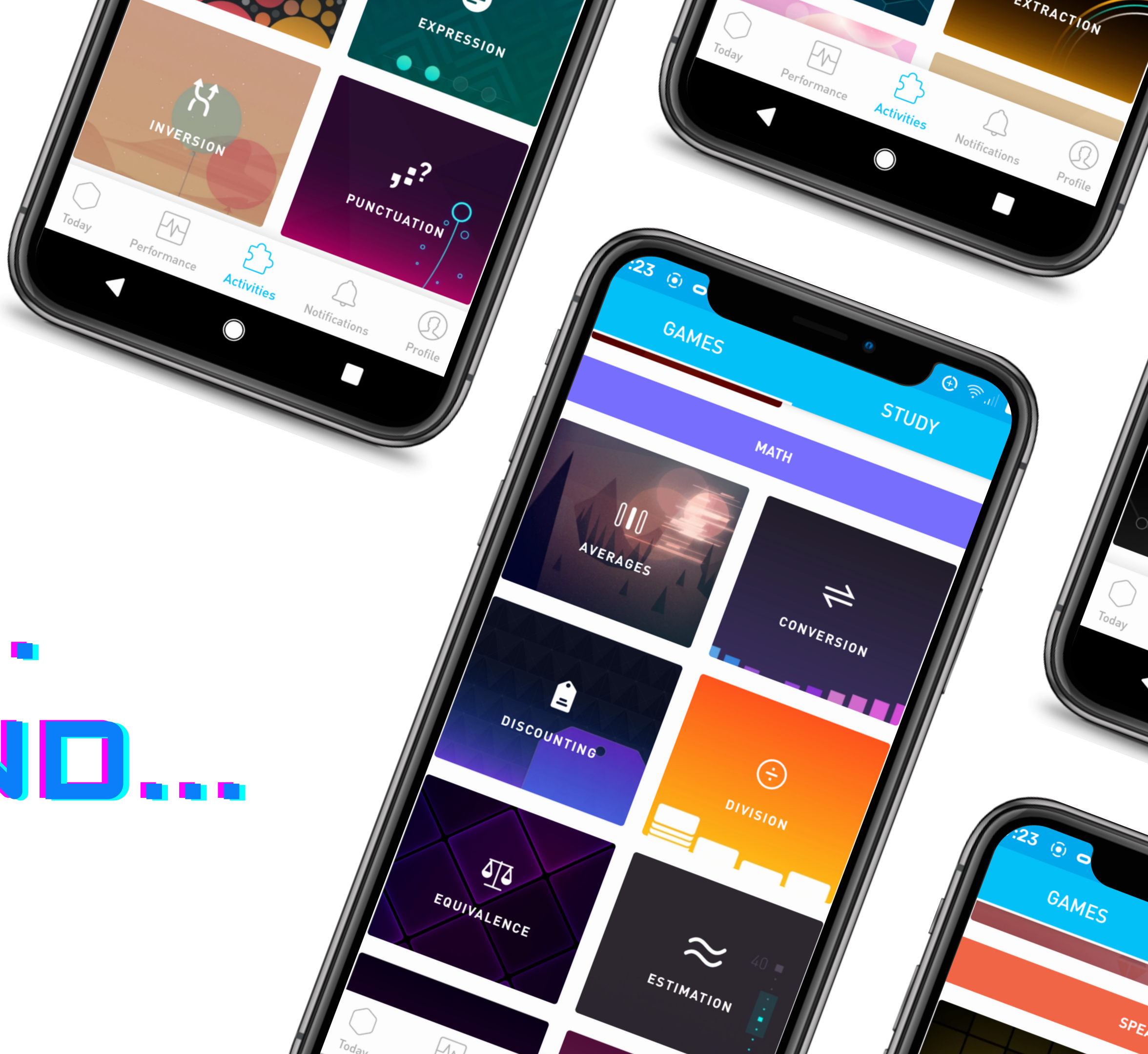
**...DOMAIN-SPECIFIC
LEARNING OUTCOMES...**

**..AND A WIDE RANGE OF
COGNITIVE ABILITIES."**

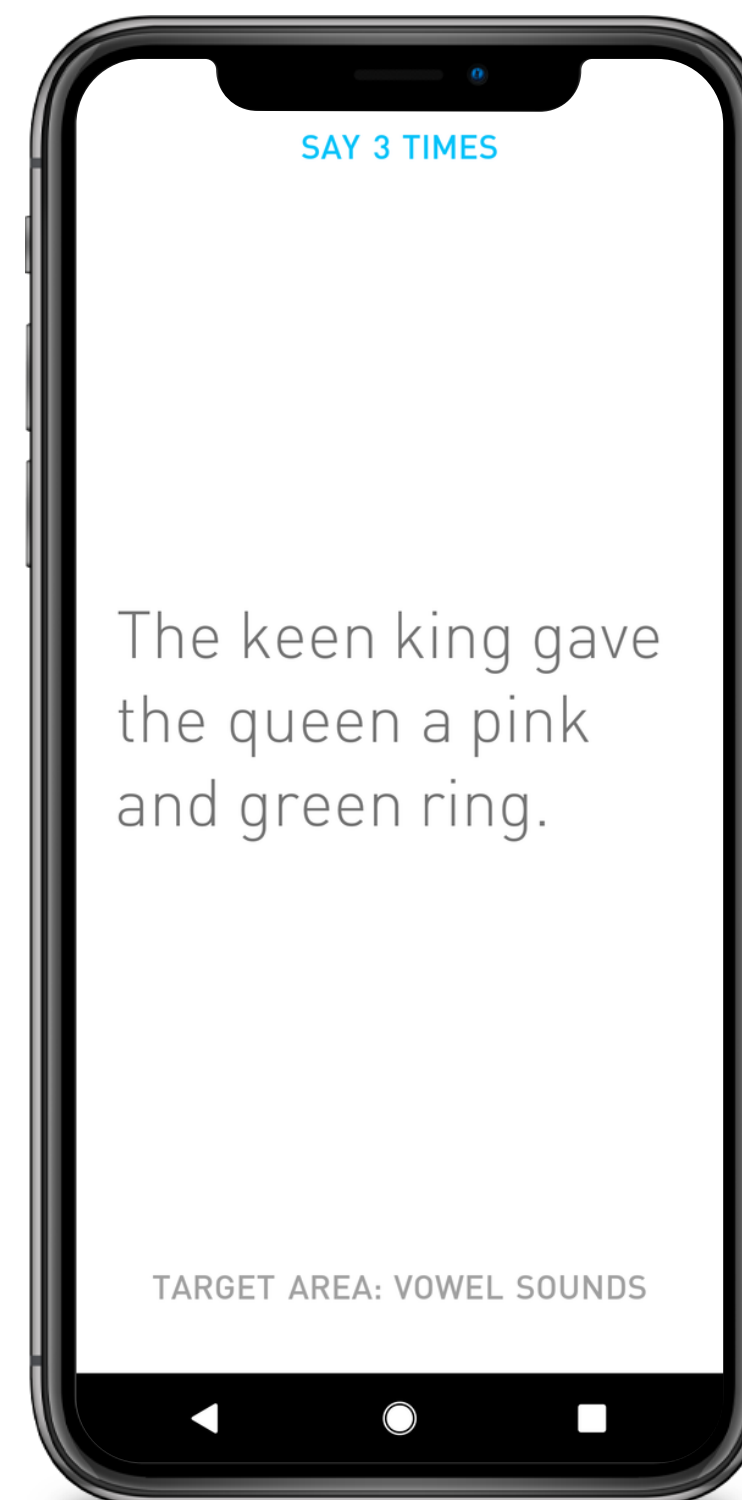
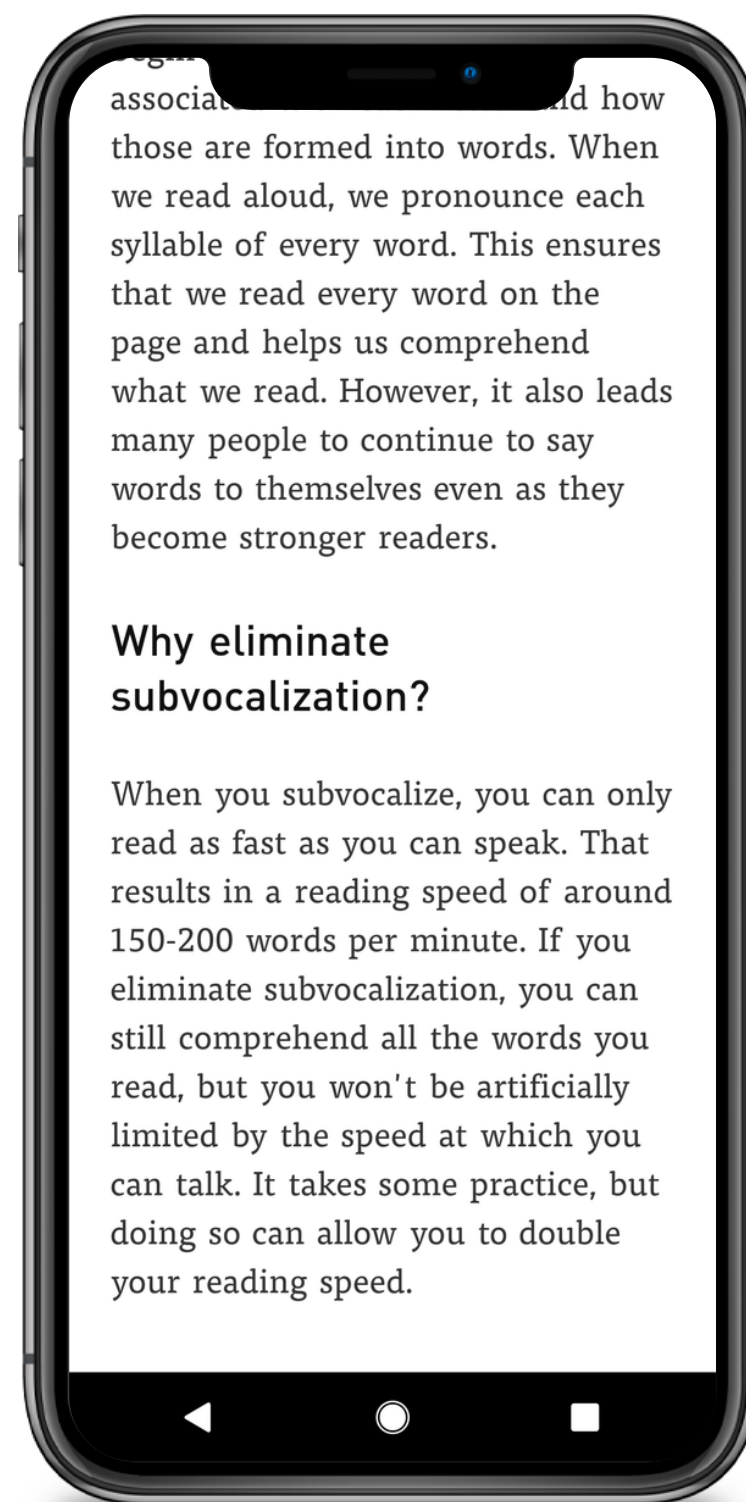
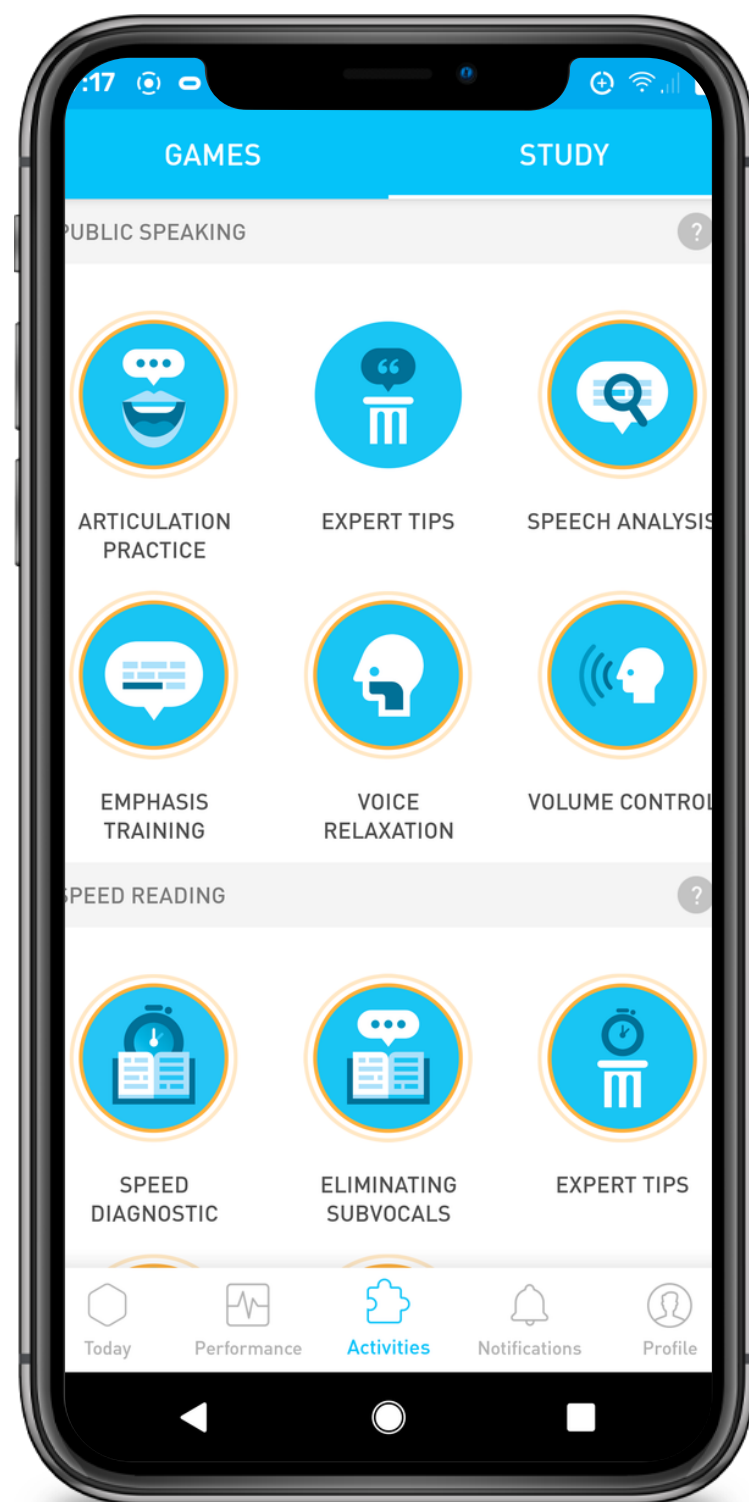
Van(2015)

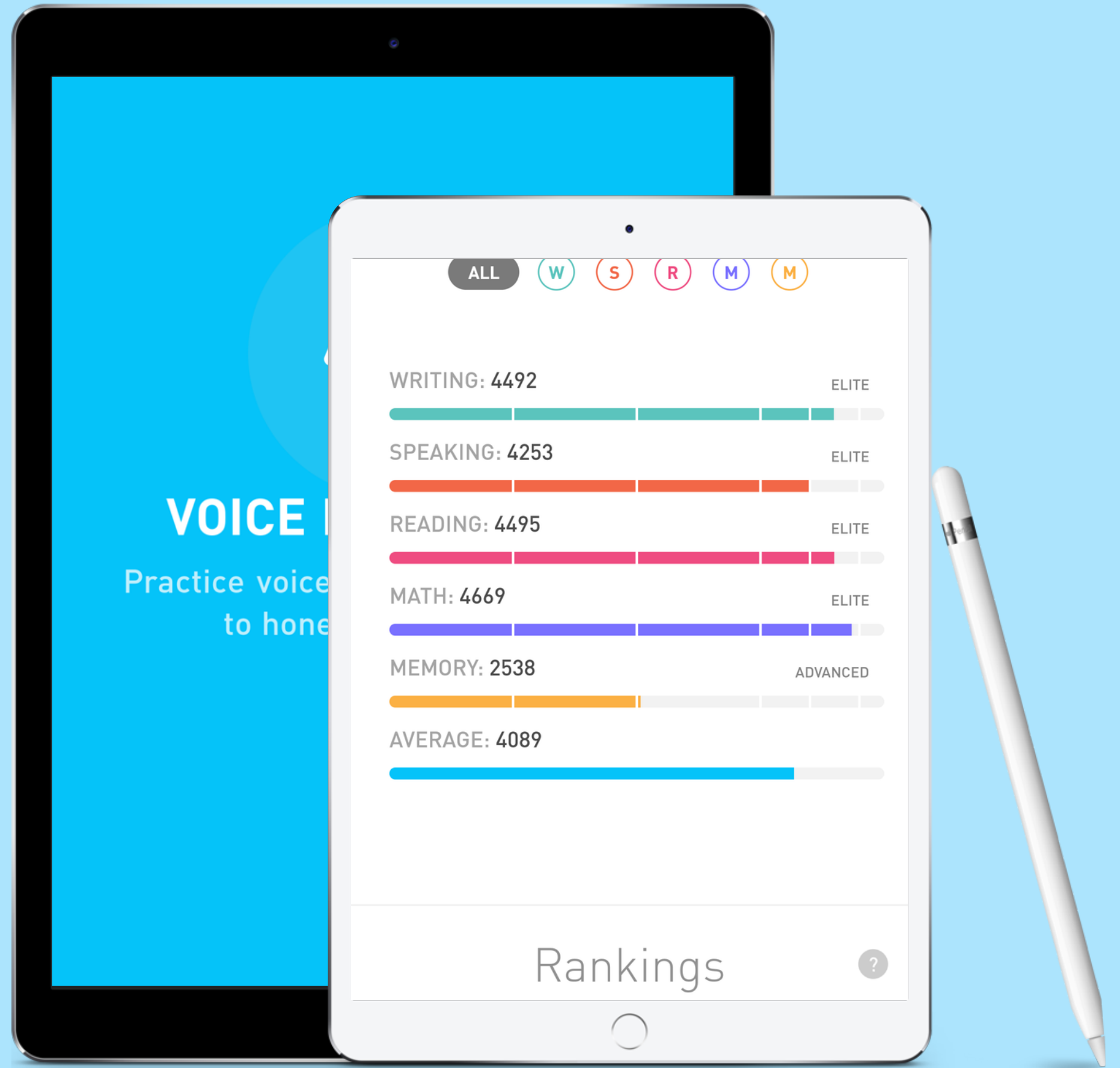
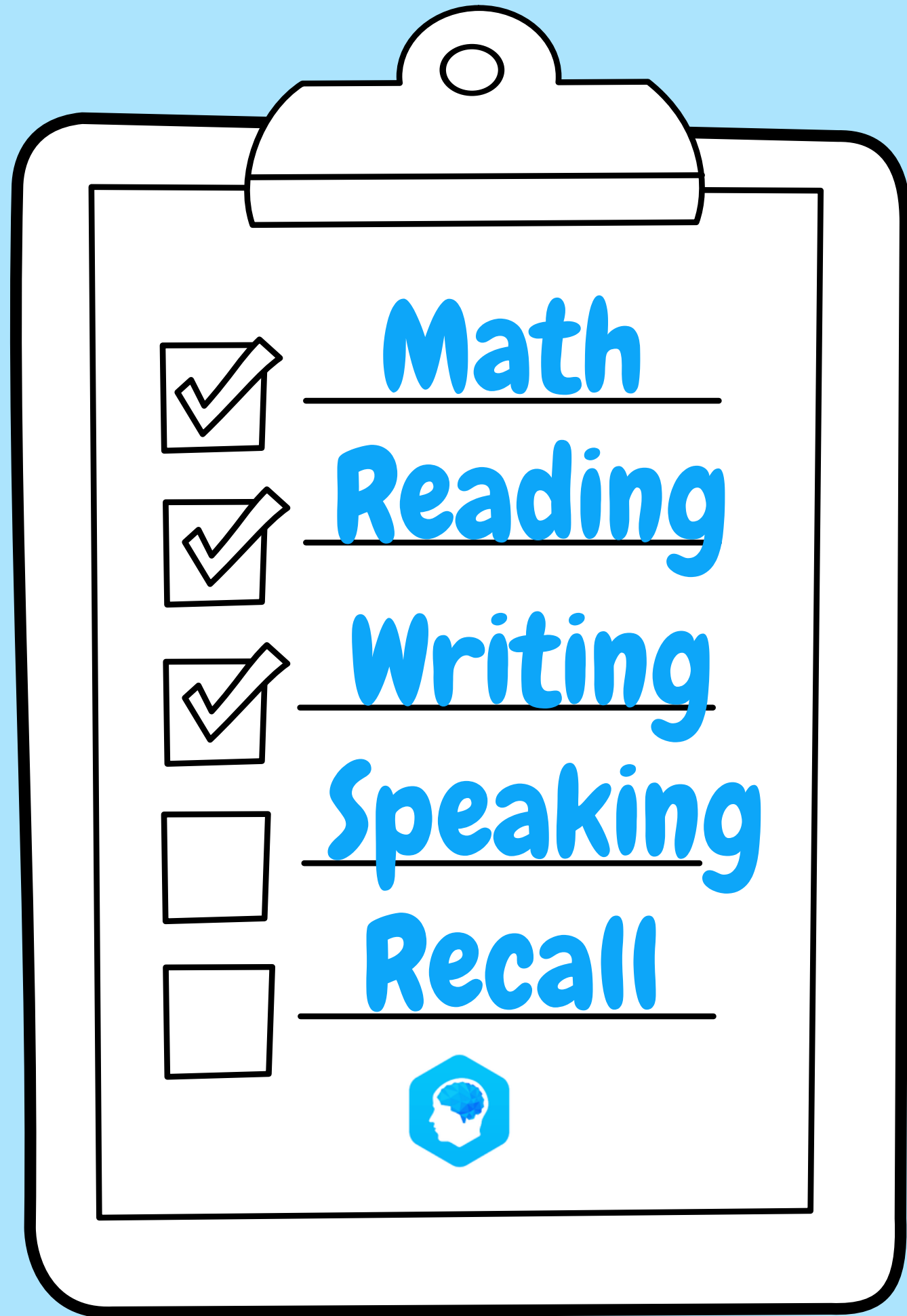


USES
GAMES...
AND...



...MICROCAPSULES



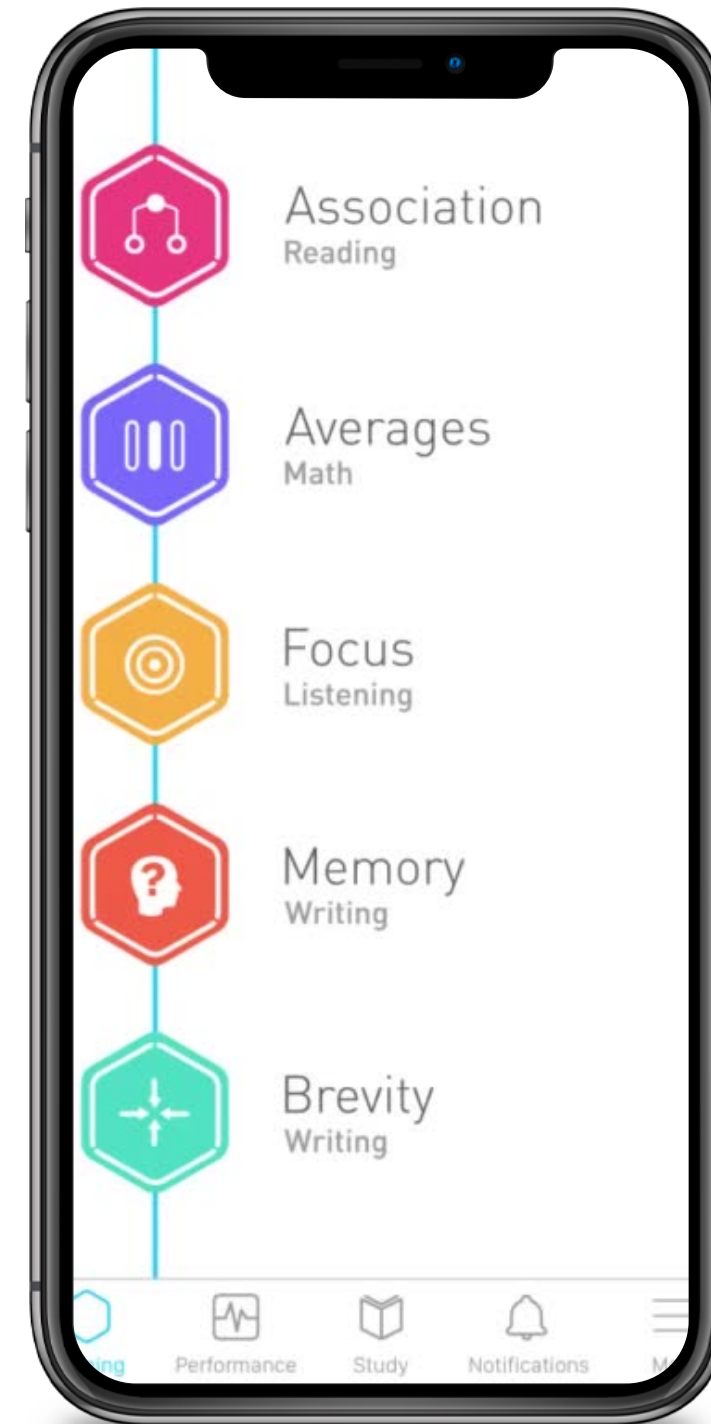


MAIN FEATURES





GAME-BASED LEARNING

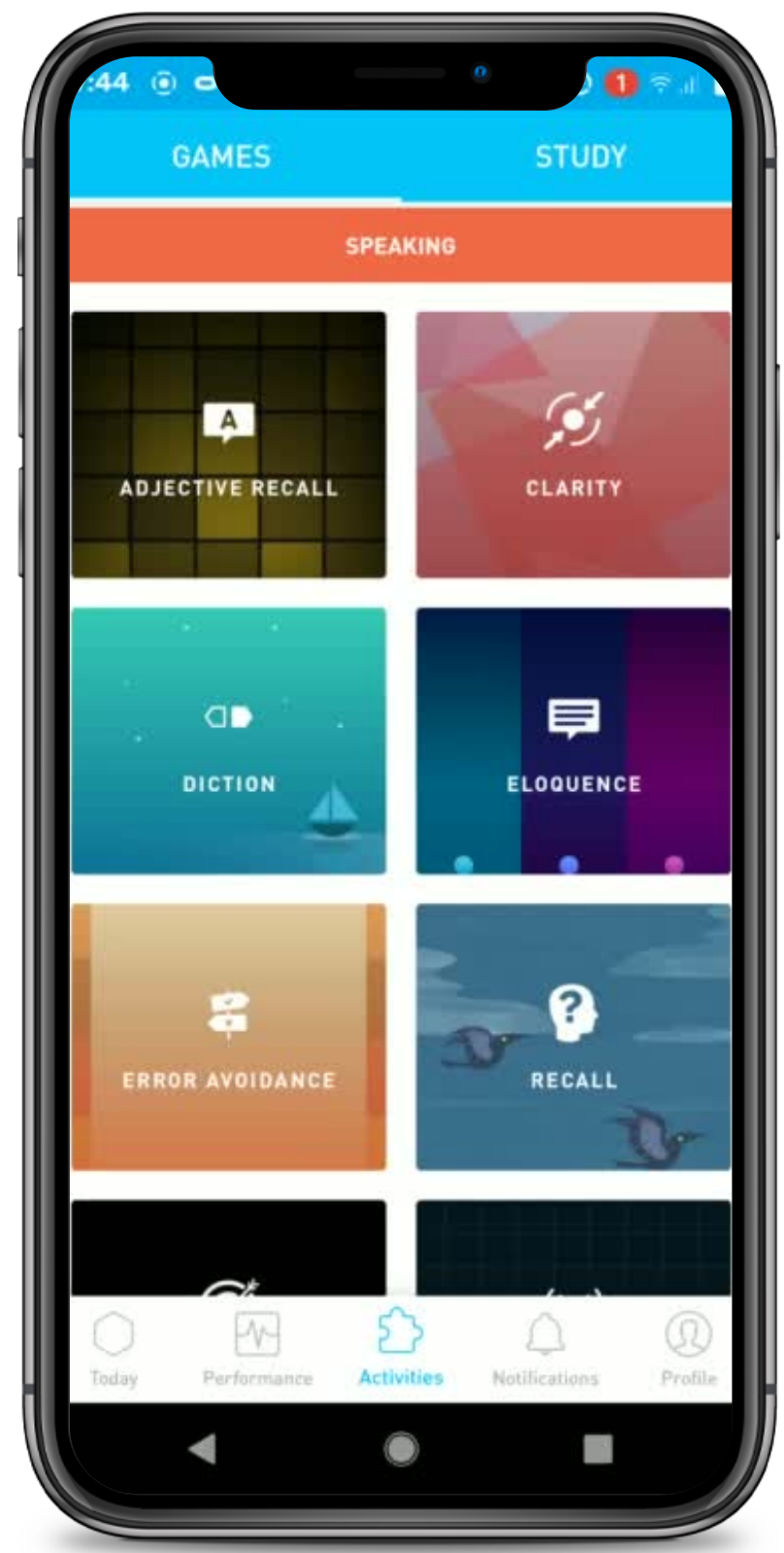


WOW!

WOW!

WOW!

REWARDS

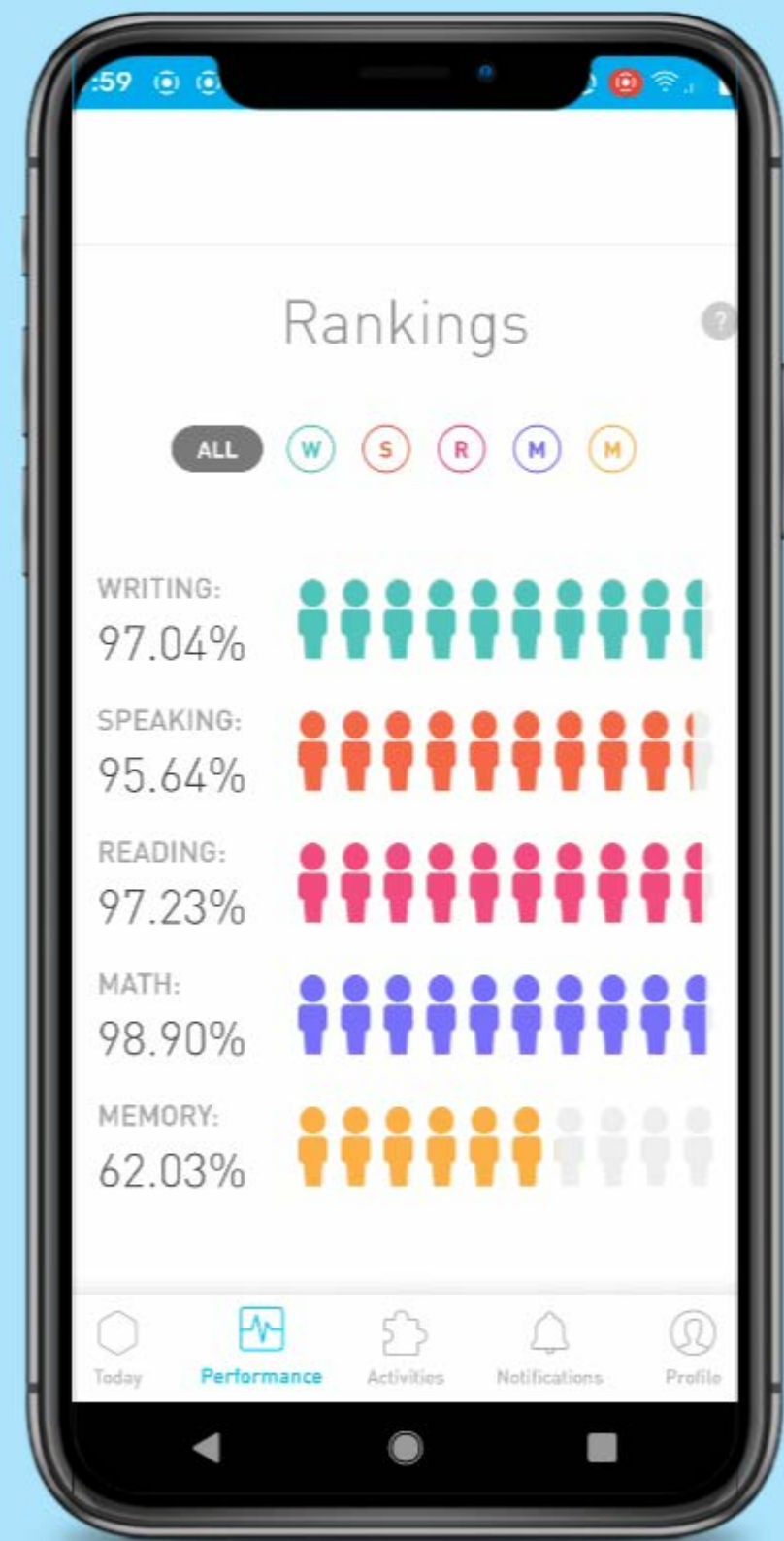


WOW!

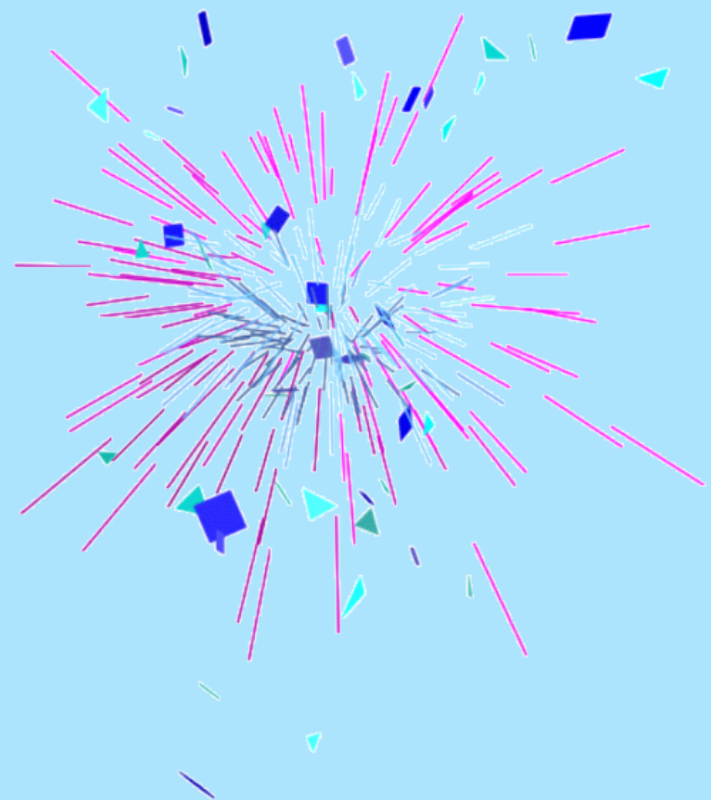




WOW!



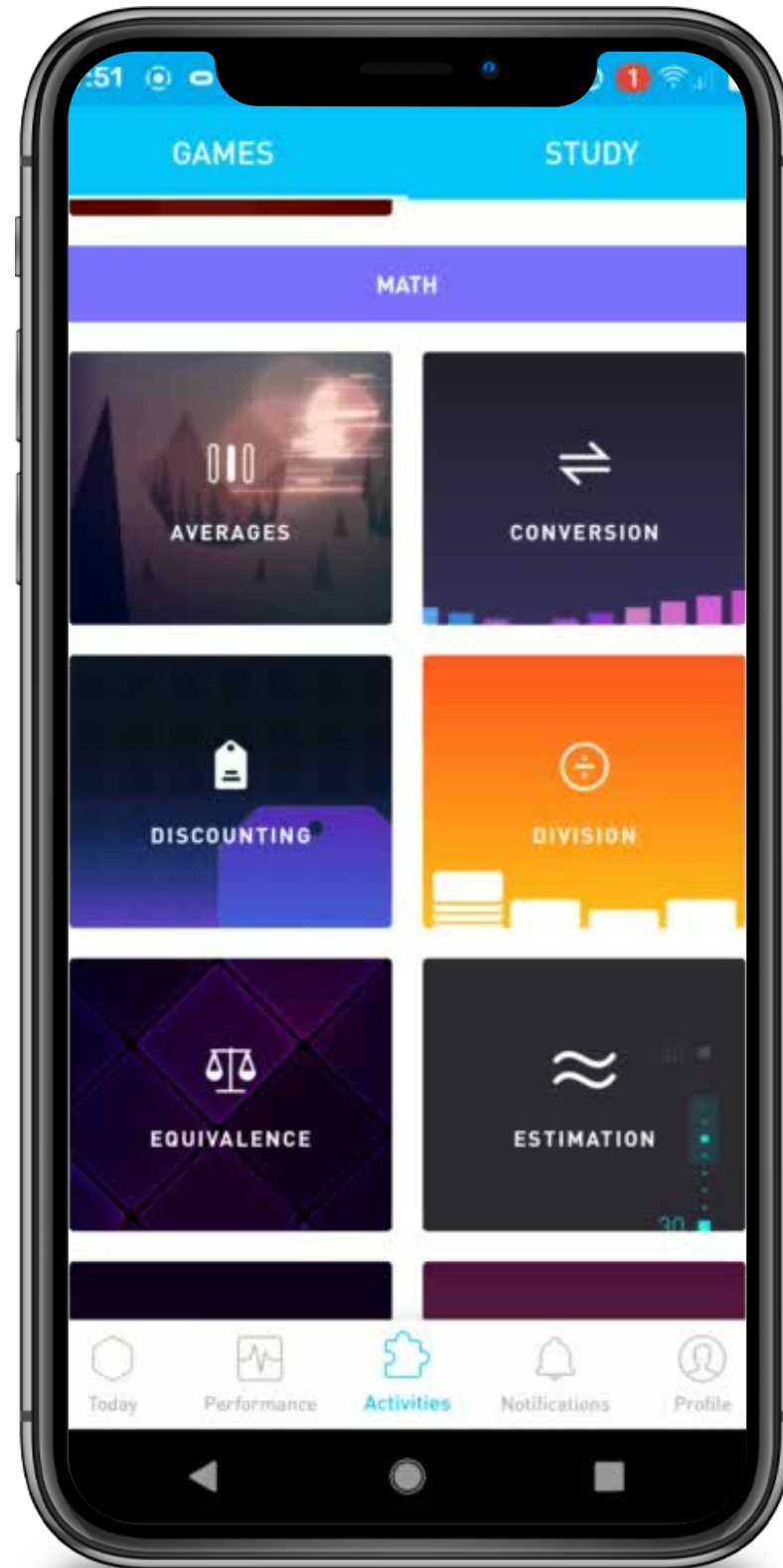
LEVELS



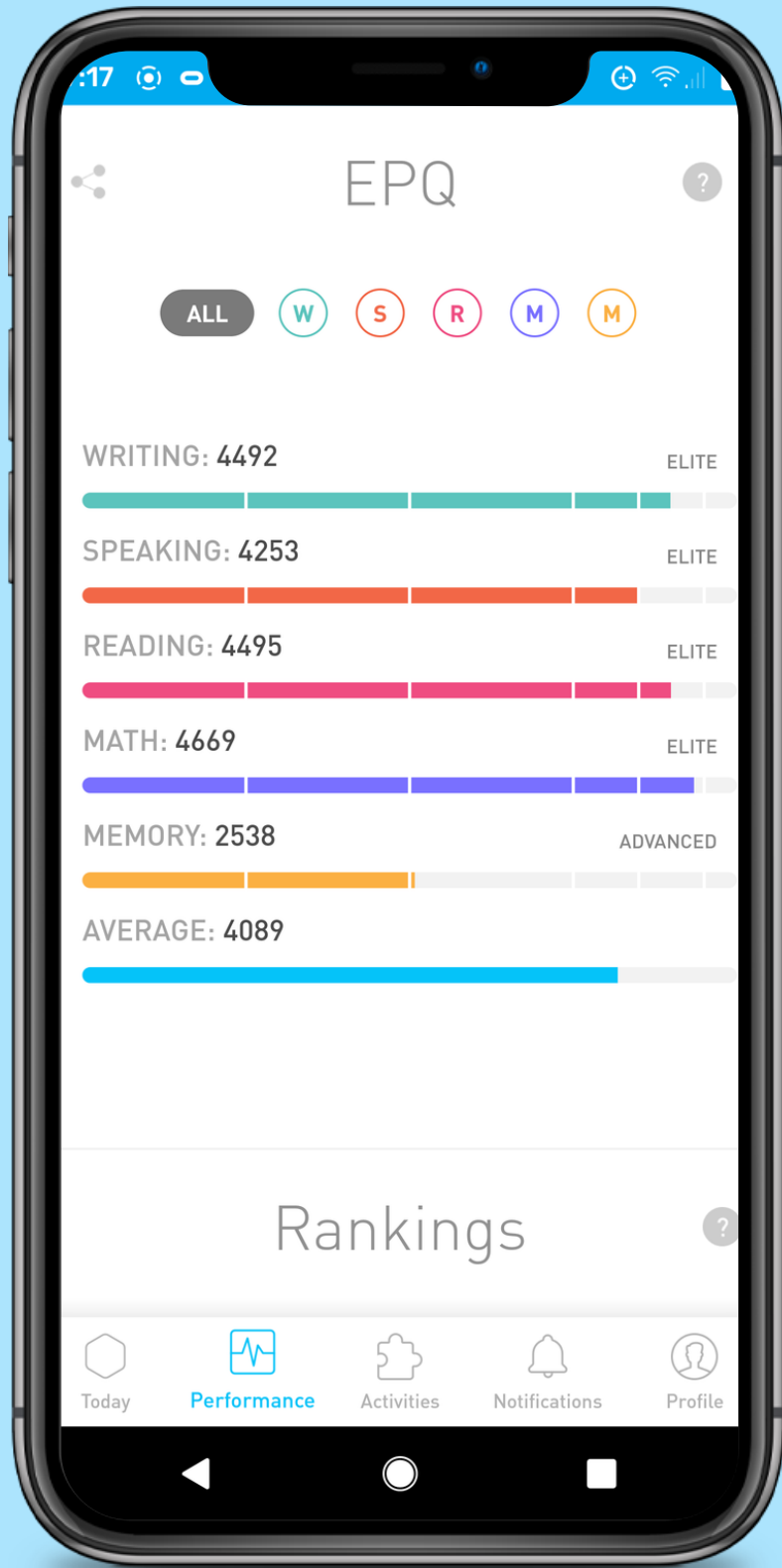
**Moving into
a new level!**



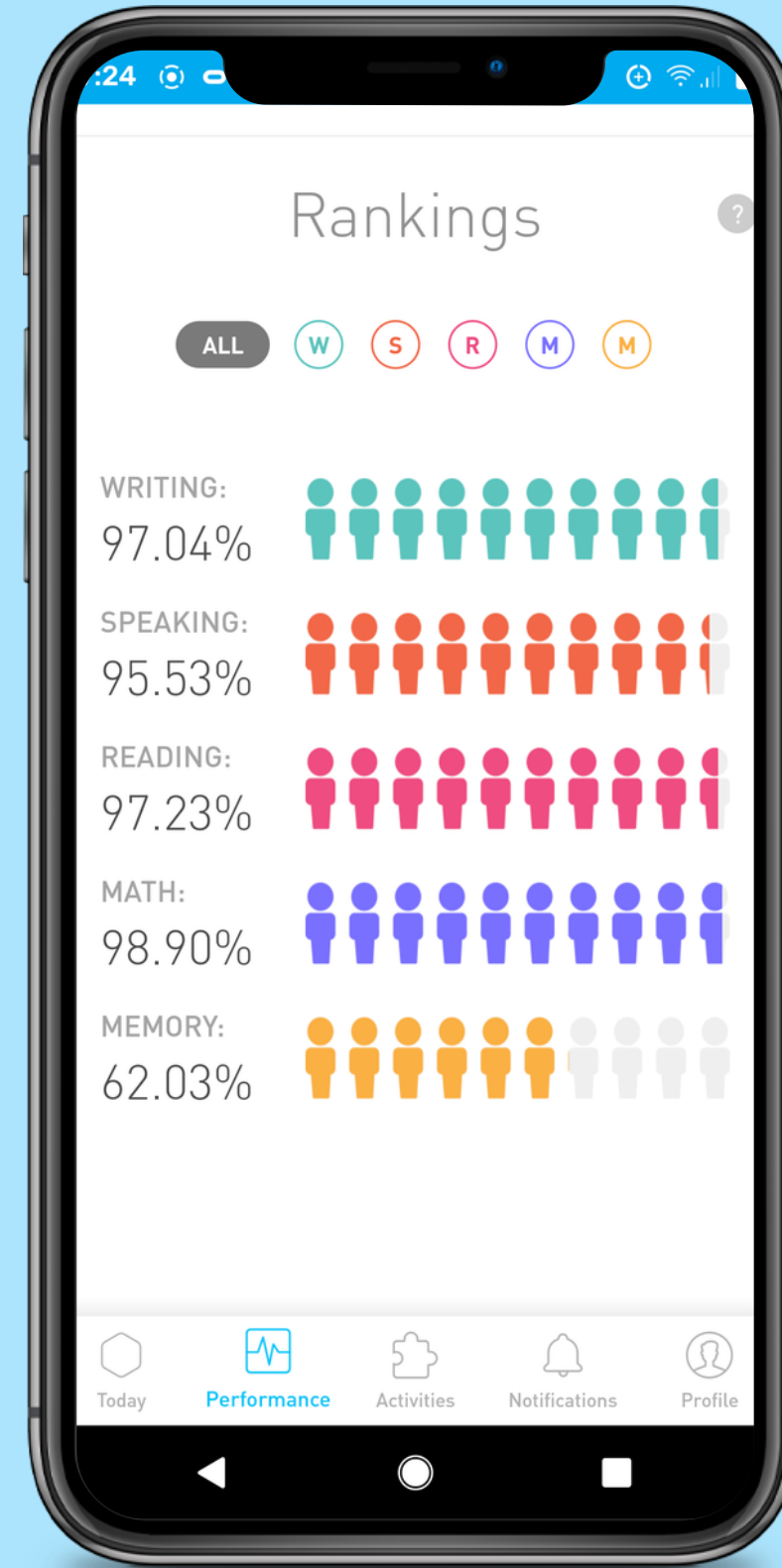
FEEDBACK



WOW!



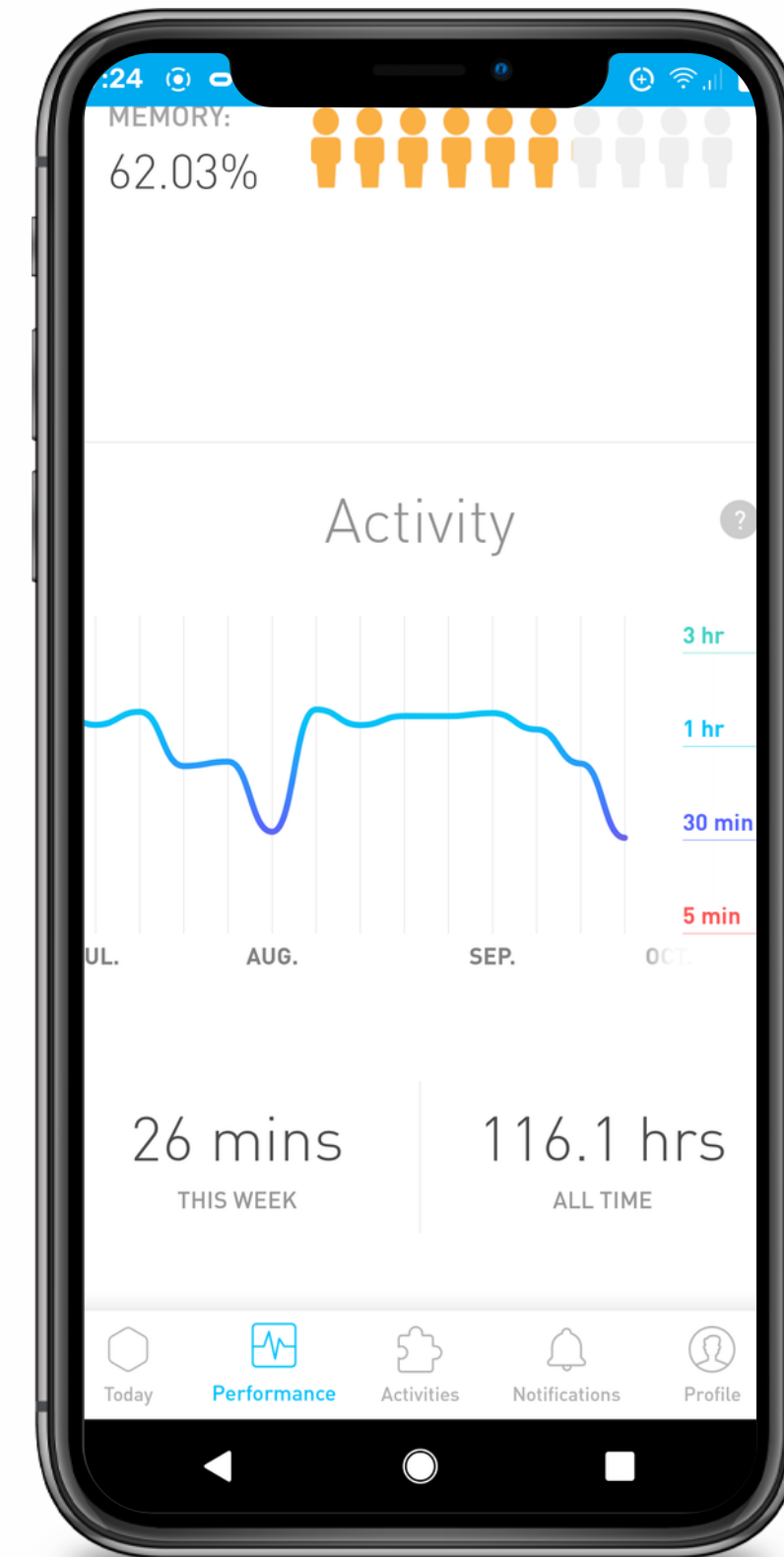
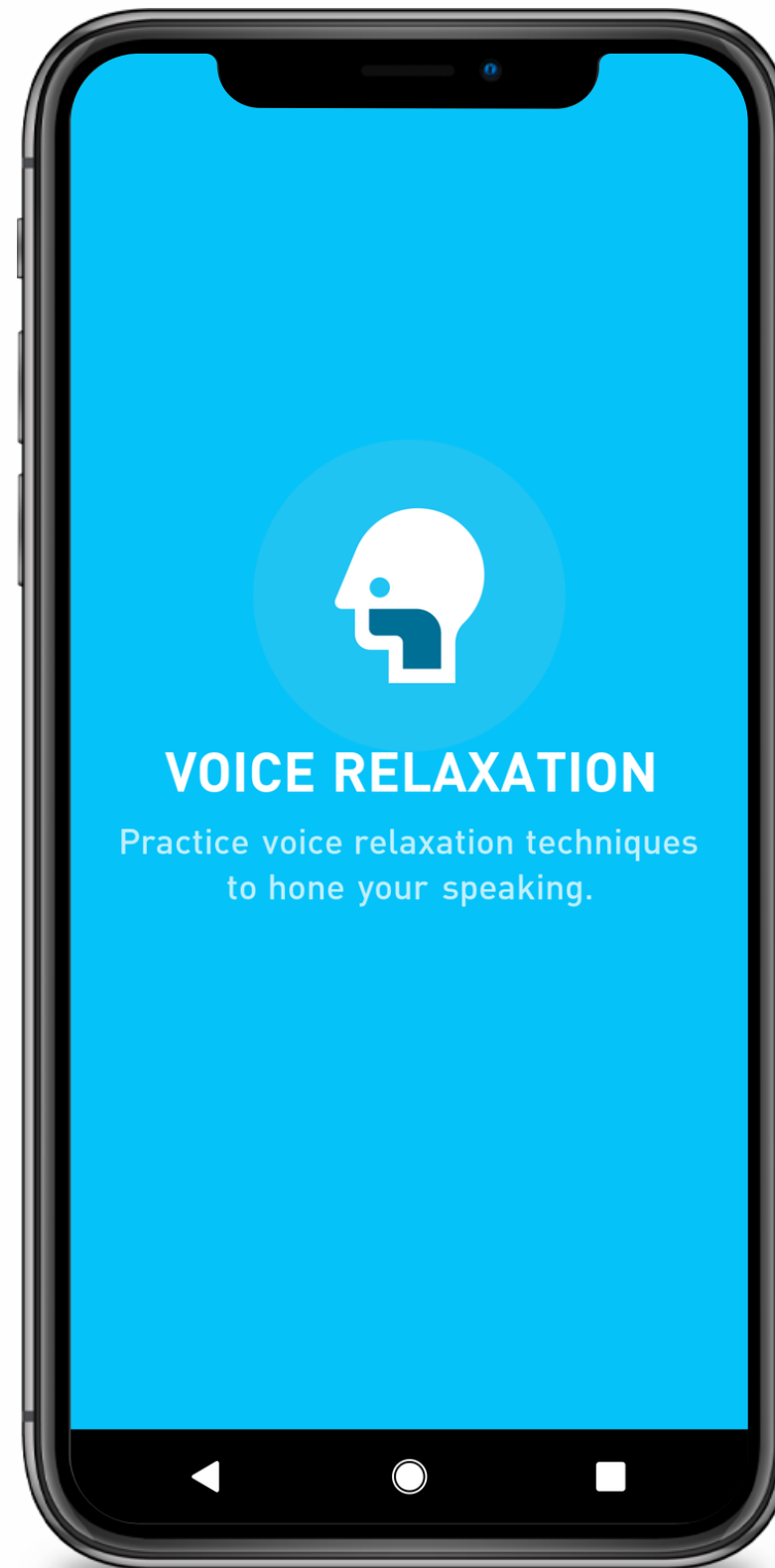
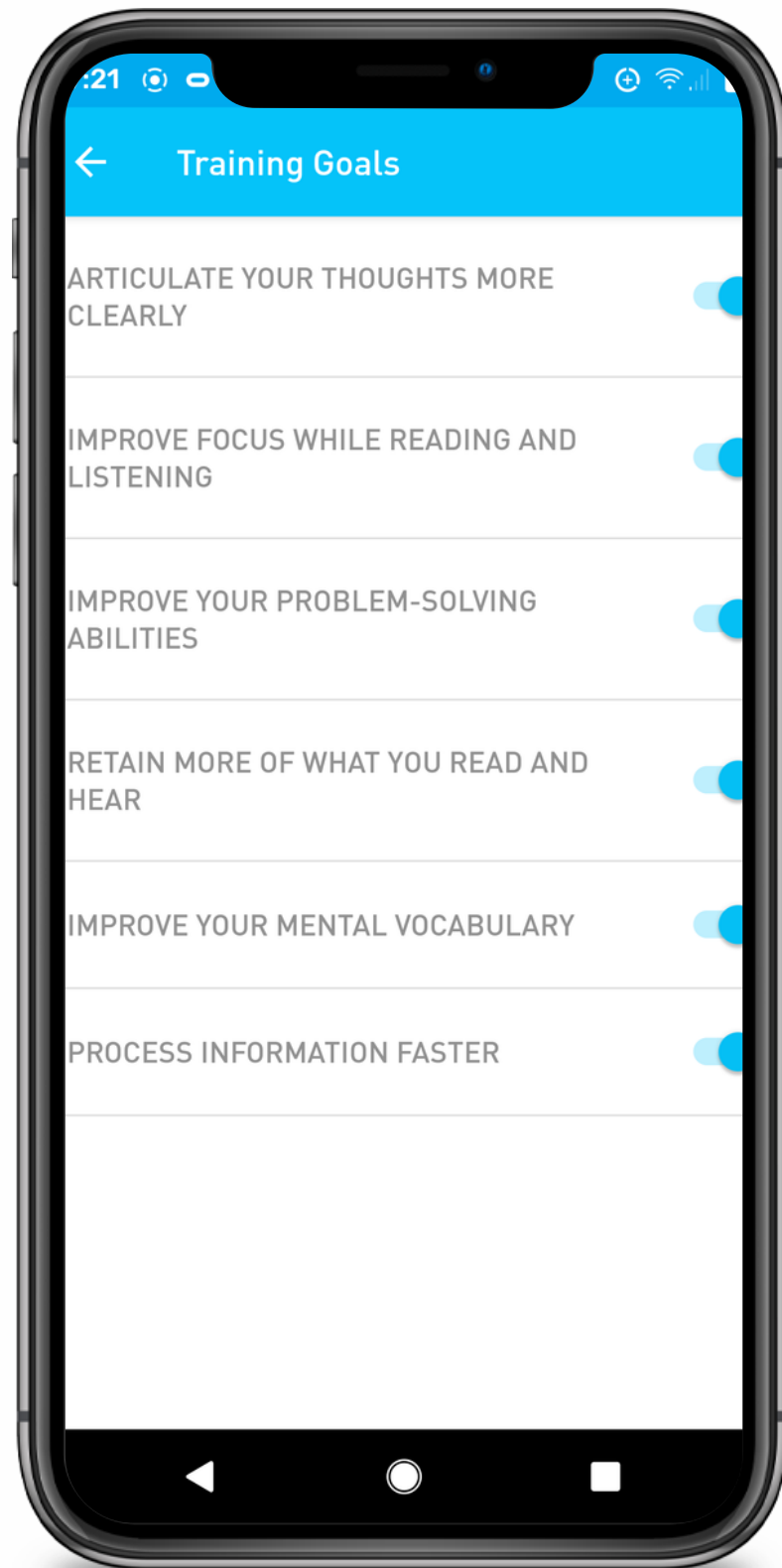
WOW!



ANALYTICS

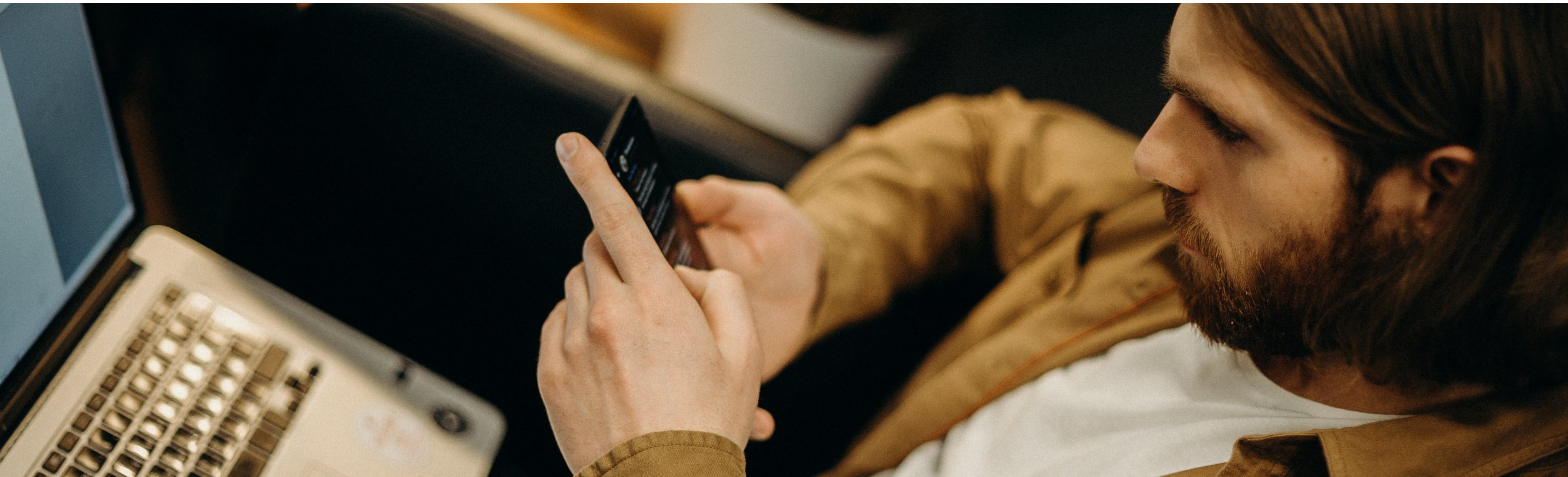
WOW!

STUDY PLAN

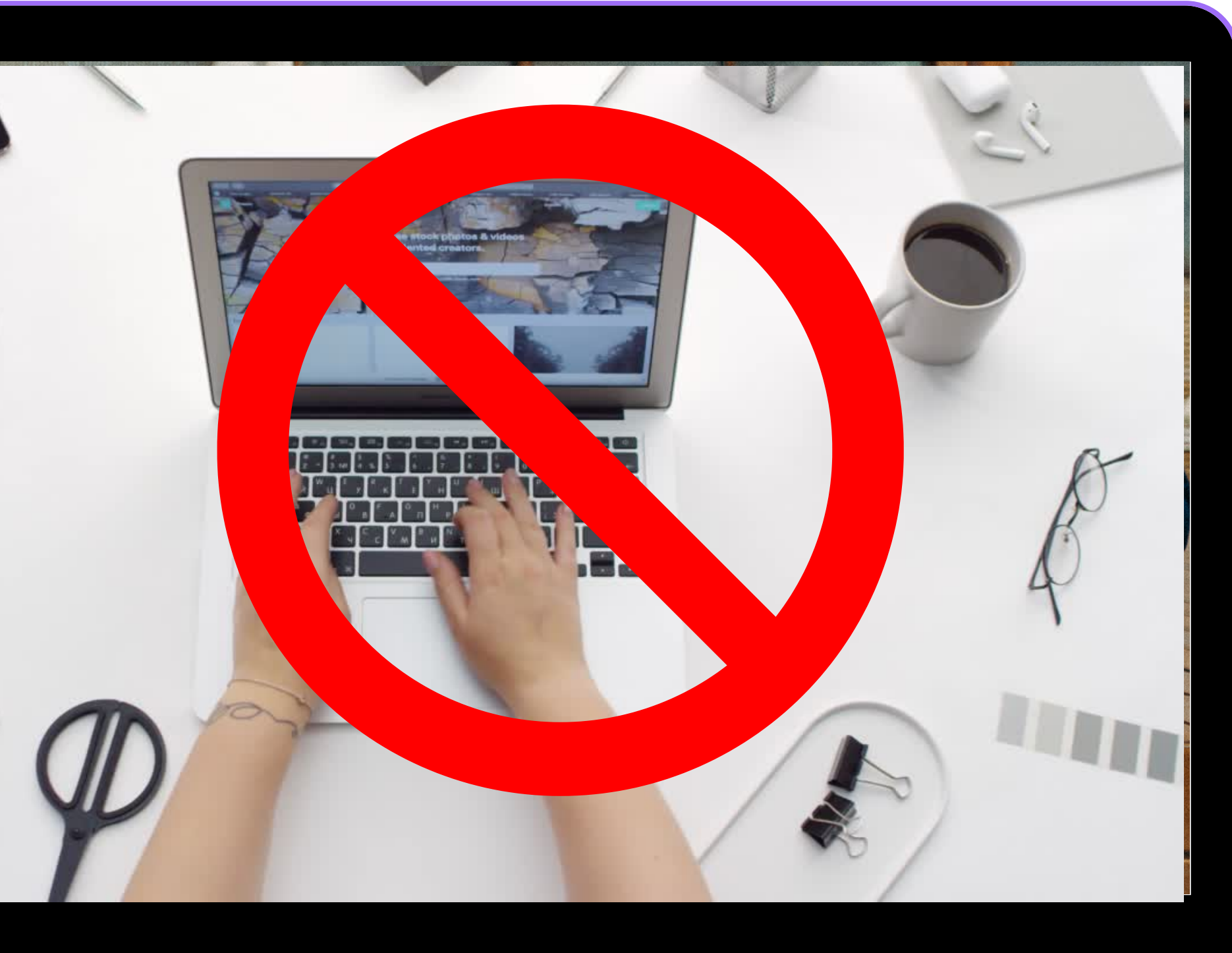




MAIN ISSUES



NOT RESPONSIVE



BOOO!



BOOO!

NOT FREE

"WE NEED TO UNDERSTAND HOW PLAYERS MAKE SENSE OF THEIR EXPERIENCES WITH DIGITAL GAMES."

Van, E., 2015



BOOO!

**It is difficult to
assess the player's
experience.**

**PROBLEM-SOLVING IS ONE
OF THE MOST DIFFICULT
SKILLS TO TEACH."**

Van(2015)

BOO!





ELEVATE



POWERFUL TOOL TO TRAIN SKILLS



IS NOT APPROPRIATE

ALL OUTCOMES

ALL LEARNERS

ALL THE TIME

**Thank
you!**



REFERENCES



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