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| Evaluation Plan |
| *Description:* *Program will offer physical and theoretical support for instructors who want to use video games in their classroom. In the past, instructors have not used technology in the classroom because of several basic ideas: Lack of technology available, resistance to change and negative attitudes towards the technology. Solid professional development programs that teach instructors how to use technology in their curriculum has dramatically helped to remedy the problem. Video Games have been used to teach subjects such as STEM education and basic reading and comprehension.**This evaluation will critique the program’s effectiveness. After the program is finished, the main questions will be: Are instructors effectively using video games in the classroom? Are instructors creating a support database for using video games in the classroom?* |
| Video Games Integration Program | **Program Evaluation** |
| Primary Result | **Objective** | **Indicator** | **Performance Indicators** | **Data Collection Method and Tools** | **Frequency of Data Collection**  |
| **Outcome Measure** | **Process Measure** |
| Instructors will integrate video games into their teaching methods. | Instructors will have access to video games and support materials.Instructors will have the knowledge and motivation to develop curriculum with video games integrated into their lesson plans | Instructors will start to use video games in their classroom to teach a variety of topics. Instructors will start to create a database for support materials. | Surveys will reflect a general positive attitude (80% positive) towards video games in the classroom. Focus group will report technological successes and difficulties. (80% success rate) | Classroom visits will report use of video games in the classroom and the quality of instruction.Syllabi will show proper and successful integration of video games into lesson plans. | Surveys will be deployed to instructors and students (Quantitative) | Surveys will be deployed at beginning and end of each grading period |
| A focus group composed of students and technicians to evaluate success of video game integration (Qualitative).  | Focus groups will be held once a month |
| Classroom visits that will observe the use of technology (Quantitative) | Classroom visits occur once a week |
| Syllabi will be analyzed and critiqued (Qualitative). | Syllabi critiqued at beginning of grading period |
| *Communication plan: Results will be critically evaluated. All of the data will remain anonymous. At the end of the year, results will be compiled and presented to the faculty and staff. Feedback will be encouraged in order to evaluate the effectiveness of the program. Alterations to the program will be implemented as necessary.* |