

A complex network diagram with numerous nodes and connecting lines. The nodes are represented by small colored squares and circles in various colors (red, green, black). The lines are thin and grey, forming a dense web of connections. The overall background is a light grey grid.

# Working Examples

Jim Gee

Drew Davidson

# Working Examples

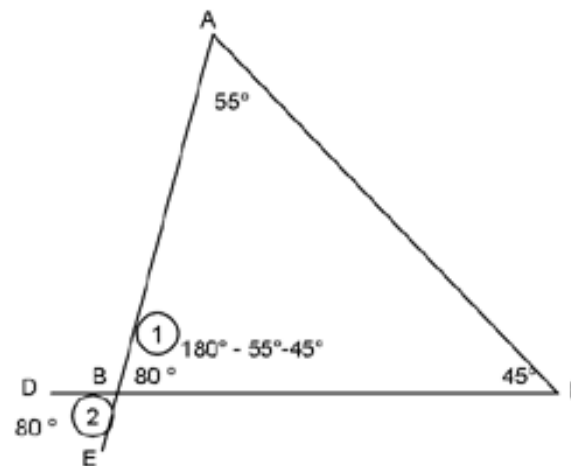
- MacArthur Funded Project
- James Paul Gee
- Drew Davidson
- MAYA Design
- Deeplocal



# Working Examples?

- **Reconceptualization of Worked Example**  
— James Gee, Sasha Barab

Geometry Worked Example



Angle DBE = Angle ABC (vertically opposite angles are equal)  
= 80°

# Worked Examples

- Invitational Scholarship
- Retrospective Design Analysis
- Collaborative Post-Mortems

**Worked Examples**  
An Invitational Scholarship for Promoting Scholarly Dialogue

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 Haley's Classroom De... ☆☆☆☆☆	 River of Justice ☆☆☆☆☆ [2]	 Nick's Classroom De... ☆☆☆☆☆	 Rebecca's Classroom ☆☆☆☆☆
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 Taiga Virtual Park ☆☆☆☆☆ [1]	 About Worked Example ☆☆☆☆☆ [1]	 Filing E-Learning w... ☆☆☆☆☆ [1]	 Plague World: A Mode... ☆☆☆☆☆ [5]
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**Tag Cloud**

assessment, user quality, videogames, statistics, transformational play, consequentiality, morality, ethics, literature, science, virtual worlds, emergent, playable fictions, justice, group dynamics, agency, theory, scholarship, community, new media literacies, early adopters, role, heavy justice, role, rally, success, variables, rich media, participation, participatory, professional development, multiple worlds, tags, designing for participation, researcher writing, positioning, data collection, RESEARCH METHODS, Game design, teacher, training, 3D, urban agency, design, classroom, qualitative, learner, analysis, data mining

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We have the same views on grouping students. I think heterogeneous group is great model to use for your classroom. This ...

I really like that you decided to use interactionist motivation, also how you use group motivations as well I believe th ...

You should also try to add some pictures to your worked example. It is too plain. Make it look nice! ...

**Our Goal**

This site was designed to provide a place to produce worked examples that allow for the sharing and critiquing of each other's work. Here, we provide the technologies for representing and commenting on each other's work.

To learn more about worked examples read more...

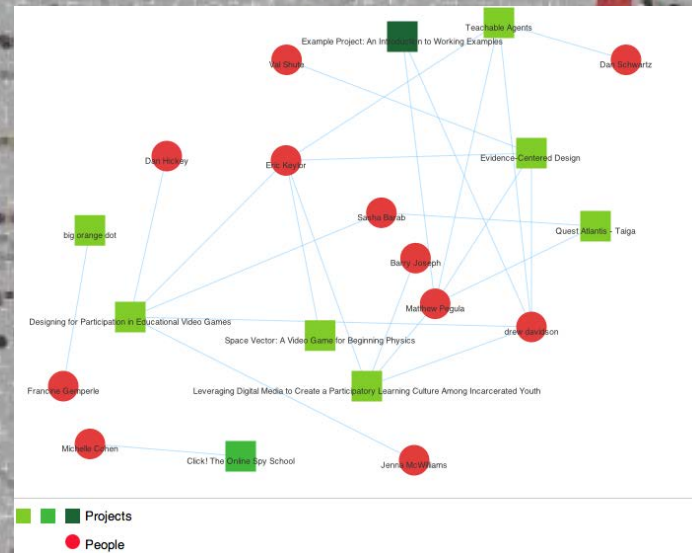
# Design Charrettes

- MAYA Design
- Deeplocal
- MacArthur Grantees



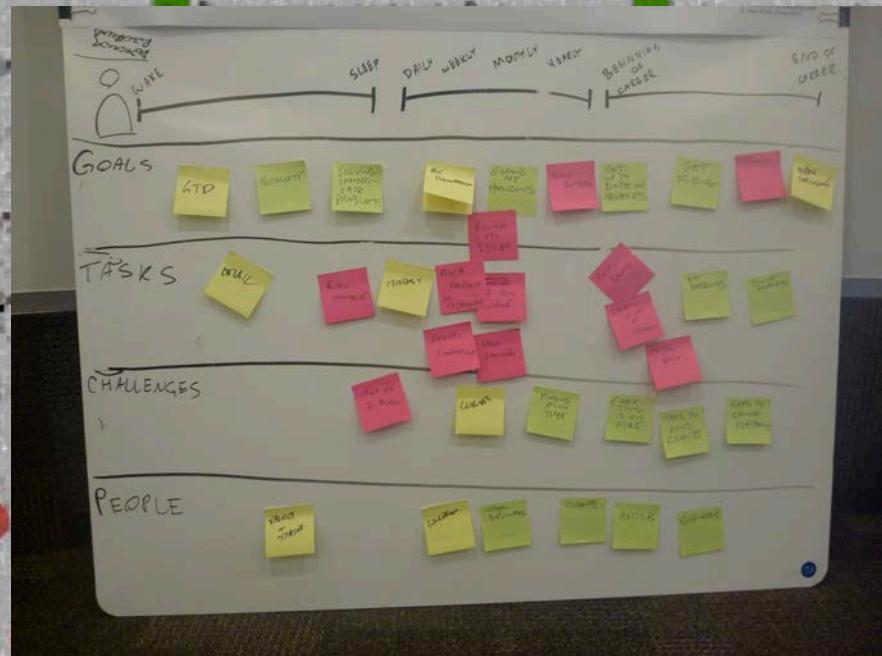
# Working Examples

- Progress & Process
- Unpack & Illustrate
- Analyze & Visualize



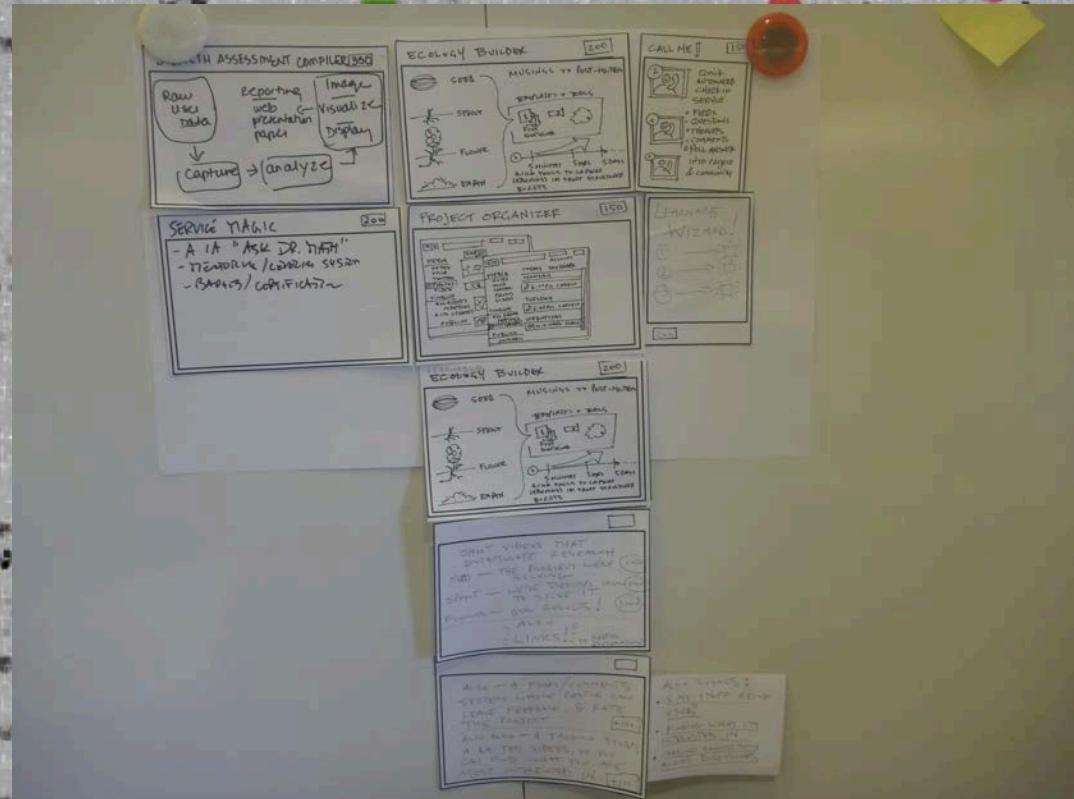
# Progress & Process

- Track Team Dynamics
  - Timeline
  - What & When
  - Deliverables
  - Development



# Unpack & Illustrate

- Design Decisions
  - Learning
  - Interactive
  - Experiential







# Projects

- Interdisciplinary
- Media & Learning
- Academics-Researchers
- Designers-Developers

The screenshot displays the 'Working Examples' website interface. At the top, there is a navigation bar with links for 'Working Examples BETA', 'DML Buzz', 'Projects', 'People', 'About', 'My Projects', and 'Logout'. Below the navigation bar, the 'Featured Projects' section is visible, with a 'View by' dropdown menu set to 'Most Active'. The featured projects are displayed in a grid format, each with a thumbnail image and a title. The projects include:

- Example Project: An Introduction to Working Examples
- ETC-Press: an Experiment in Open-Source Academic Publishing
- Click! The Online Spy School
- uCreate - Leveraging Digital Media to Create a Participatory Learning Culture
- Space Vector 2.0
- The Red Thread - A Socially Conscious Videogame
- Designing for Participation
- Assessment Architecture in
- Teachable Agents

On the right side of the page, there is a 'Latest DML Buzz' section with several posts, including 'More short Videos', 'What would you like to see with Working Examples?', 'What is DML Buzz?', 'How do you assess game-based learning?', and 'What's next in learning technology?'.

# MakeShop

- Children's Museum of PGH
- UPCLOSE
- ETC

HOME ABOUT CALENDAR FACILITATORS, VOLUNTEERS & INTERNS RESOURCES

## Make Shop: blog

CONTRIBUTORS

- Paul**
  - [MakeShop tour May 14th](#)
  - [ElectricShop: intro to Arduino](#)
  - [Intro to Arduino Shopping List](#)
  - [ElectricShop Saturday May 7: intro to Arduino](#)
- Kevin**
  - [Team building through prototyping](#)
  - [A broken device is not always entirely broken or: What happens when you take something apart?](#)
  - [The subject of taking things apart and putting them back together again or: The Humpty Complex](#)

**Team building through prototyping**  
Posted on [May 24, 2011](#) | [Leave a comment](#)

META

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# WorkingExamples.org

- Track Data
- Design Decisions
- Connections

