

Continuing education providers toy with games format

The first game-based learning program for continuing education in architecture and design, CSG 1.0, was unveiled Jan. 12 by CS Learning Solutions of New York City.

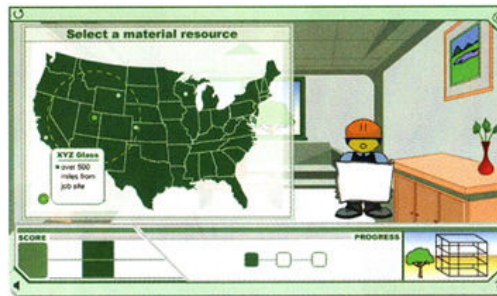
Game-based learning combines digital game technology and education. Continuing education is mandated by the American Institute of Architects of Washington, D.C., and most states to maintain a professional license in architecture. Many suppliers in the commercial glazing industry provide AIA members with these educational materials in the form of articles or Powerpoint presentations.

A group of AIA-approved continuing education providers previewed CSG at a briefing during the annual International Builders' Show in Orlando. "We are keenly interested in learning about new technologies and programs that will attract more industry professionals," said Judi Ann Moore, senior program specialist with CertainTeed Corp. of Valley Forge, Pa.

The preview consisted of a three-part prototype featuring an animated architect

character. The program demonstrated a game-based "discovery" theme that engaged players in an interactive learning experience rather than a traditional lecture-based format. Game tasks were scored "on the fly" and the final score provided feedback to the player.

CS Learning Solutions will begin modifying courses to include CSG modules by Spring 2006, followed by the launch of a fully enabled interactive game platform. CS Learning Solutions is offer-



ing a limited number of "first-to-market" licenses to allow leading-edge providers to participate now in the final phases of development and rollout of the product. For more information, visit www.cyberstaff.com.

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Game-Based Education

CS Learning Solutions unveiled a game-based learning program for continuing education credits in architecture and design. CSG 1.0 synthesizes digital game technology and education.



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