

MONDAY ♦ 3:30pm
DESIGN & DELIVER

Designing Games For Learning

Advanced interactive techniques
for the classroom



Monday

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GLENN A SHAW

Educators have long known that making learning sessions enjoyable and interactive improves retention of nearly any subject matter. Learning games motivate students through friendly competition, encourages them to learn from their mistakes, gives them an opportunity to learn from others, and involves them more deeply in the subject. This session shows you how to create three styles of learning games using advanced interactive techniques in PowerPoint. No programming required! Topics to include:

- The differences between Hyperlinks and Actions and which to use when
- The versatility of Custom Shows
- Motion Path sequencing
- Keeping score with Trigger Animations

This session is designed for those interested in learning how to use PowerPoint's interactivity features to create dynamic games, quizzes, menus, and tutorials.

