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EDLD 5315
Outline Assignment

I. What is the topic of your action research?

My action research focuses on the impact of incorporating collaborative game design projects within my game design curriculum. This study aims to explore how these collaborative projects influence student engagement and problem-solving skills.

II. What is the purpose of your study

The purpose of this study is to investigate how collaborative game design projects can enhance student engagement and improve problem-solving skills. By integrating these projects into my curriculum, I aim to provide a more interactive and hands-on learning experience that fosters collaboration and critical thinking among students.

III. What is your research question?

What is the impact of incorporating collaborative game design projects on student engagement and problem-solving skills in my game design curriculum?

IV. What is your research design (Qualitative, Quantitative, or Mixed Methods) and Why did you choose this design?

My research design will be mixed-methods, combining both qualitative and quantitative approaches. This design is appropriate because it allows for a comprehensive evaluation of the impact of collaborative game design projects. Quantitative data will provide measurable evidence of changes in student engagement and problem-solving skills, while qualitative data will offer deeper insights into student experiences and perceptions.

V. What data will you collect?

The most appropriate type of data to collect includes both quantitative and qualitative data. This approach ensures a balanced and thorough analysis of the research question. Quantitative data will include survey results and performance metrics, while qualitative data will consist of student reflections, interviews, and observational studies.

VI. What types of measurement will you use?

The measurement instruments I will use include:

- **Surveys:** To gather quantitative data on student engagement and perceived improvements in problem-solving skills.
- **Interviews and Focus Groups:** To obtain qualitative insights into student experiences and perspectives on collaborative projects.
- **Project Assessments:** To evaluate the quality and creativity of student work in collaborative settings.
- **Observational Studies:** To document student interactions and engagement during project activities

VII. What is the focus of your lit review?

The focus of my literature review will be on the benefits and challenges of collaborative learning in game design education. It will explore existing research on collaborative projects, student engagement, and problem-solving skills development. The literature review will also examine different methodologies and strategies for implementing collaborative projects effectively within educational settings.

Conclusion:

By addressing each of these points, this outline provides a structured plan to measure and evaluate the impact of my innovation plan on student engagement and problem-solving skills. This outline will guide my literature review and the development of a comprehensive action research plan.