

21st Century Skills

Design and Education

Ryan Raffa

NO!



Collaboration

Participation

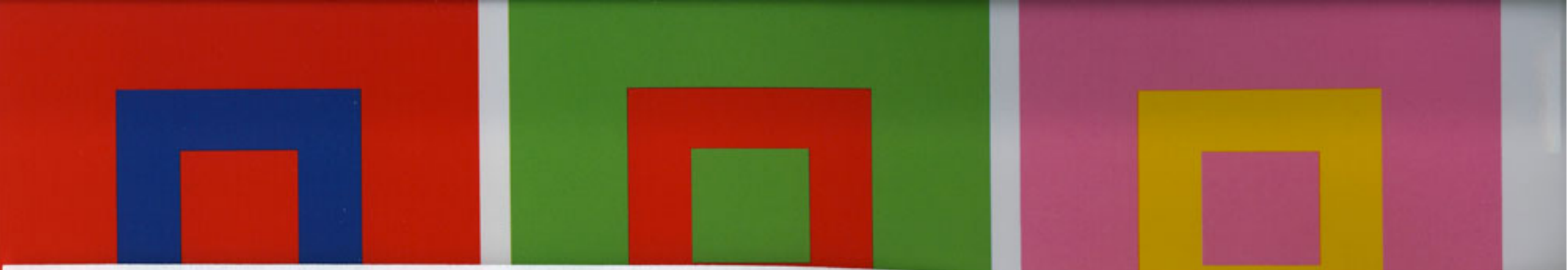
Synthesis

Reinvention

Skills
Areas that
need to be
addressed
in 21st Century
Classroom

Non-exclusive

Work In
Groups



Provide
Context

Katie Salen | Eric Zimmerman

Rules of Play

Game Design Fundamentals

Play Some

Games

In closing,

Always remain in a

constant state of becoming.

-B. Dylan