What Can 42EdGames Do for Reactors?

Faculty Game-Based Learning Workshops

<u>Tired of being the only game-based learning practitioner at your institution?</u> We can run a faculty workshop for 5 to 50 people that showcases the fundamentals of game-based learning, lays out the empirical evidence for its utility as an active learning pedagogy, and demoes different types of learning games. Workshops can be in-person, hybrid, or fully remote as desired, and tailorable to the audience (e.g., STEM games and/or Reacting games can be featured.) Workshops can range from 90 minutes to a full day. Typical cost: starting at $500, plus travel expenses for in-person/hybrid sessions.

Faculty Reacting Implementation

<u>Colleagues want to take the Reacting plunge, but are anxious about it?</u> We can work with individuals or departments to assess institutional and classroom contexts, conduct research and outreach for viable games, and tailor the right Reacting Game or Games for a course. This is also an ideal service for faculty writing grants on game-based classroom research: we can help share the load so primary investigators can focus on the students and their study outcomes. Most Reacting implementation work can be done in 2-3 weeks. Typical cost: $1500.

Reacting Development Editor Work

<u>Got a Reacting game in progress that you just can't get to the next level?</u> We've worked on seven different Reacting Games to get them further progressed down the publication path. We'll sit down with you, assess what needs to be done, and lay out a plan of action. Once you approve the plan, we do the work and put the game back in your hands. Work can include, but is not limited to: standardization of documents to RTTP standards, incorporation of helpful game mechanics, research on public domain status of Core texts, authoring of new role sheets, and "fleshing out" of Game Books and Instructor Manuals. Most development editor work can be done in 30-60 days. Typical cost: $2500-4500, depending on the extent of work to be performed.

The Fine Print

42EdGames does our best to keep costs at a minimum. Our standard fee is $75/hour, which is inclusive of material costs and any required research. Prior to our beginning any work, you'll get a detailed quote with all work to be done and the costs associated with it. We are committed to keeping our services affordable and within typical faculty development budgets. We typically ask for 50% payment up front and the remaining 50% after you certify satisfaction with our work. We are certified in SAM.gov and can work with state certification systems as needed. Payment by ACH is preferred (and will not incur a processing fee), but we can also accept credit cards (including the US Government Purchase Card) and Paypal (with an accompanying processing fee).

Excite. Engage. Enrich.

Reactor Testimonials for 42EdGames Work

Ray's generous and thoughtful support helped ensure my game was a successful learning activity. Ray sent numerous emails with clear and careful advice tailored for the circumstances of my particular class (and offered to communicate or participate in any other ways I might find helpful). At moments where I needed clarification or where the game took an unexpected turn, Ray was extraordinarily helpful and responsive, demonstrating a real commitment to making sure the game ran effectively for my students.

Dr. Corey M. Brooks
Associate Professor of History
York College of Pennsylvania

YORK COLLEGE
OF PENNSYLVANIA

From our first conversations, Ray focused on creating a rich educational experience. To that end, he always enthusiastically welcomed suggestions from me, my students and professional colleagues.
As a developer, Ray is a joy to work with. He can see a potential topic or game scenario both as a designer and a historian. When I asked about tweaking game parameters, he responded within hours—suggesting a creative way to better encourage students to use primary sources and think in character. Ray offers support tailored to my classes and institutional needs. He's a quick study of class dynamics, and offered helpful advice to me as an instructor before and during the game.

Dr. Kimberly Redding
Associate Professor
Carroll University

CARROLL
UNIVERSITY

Ray was our game development editor for Korea at the Crossroads of Civilizations: Confucianism, Westernization, and the 1894 Kabo Reforms. We needed fresh eyes to update the game according to the current RTTP format. Ray went over the game closely and helped to make the game more accessible for Reacting gamemasters and students who are not necessarily East Asia specialists. He also helped us cull through the many different primary sources and streamlined the game. He was especially mindful of our wish to adhere to as much accurate history as possible, and we are very pleased with our experience working with Ray. We were also impressed with Ray's attention to detail as well as his eagle-eye vision of the game. And most of all, he was an excellent communicator and kept in touch with us through each step.

Dr. Jennifer Jung-Kim
Lecturer
UCLA Department of Languages
and Cultures

Dr. John Duncan
Professor (Retired)
UCLA Asia Pacific Center

UCLA

42 Educational Games Coaching and Design
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