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Forget about technological experiences at home. The latest places to find video games in use are classrooms. Remotes used in modern video game systems open up possibilities for educational use. Classrooms can now use way cool video game systems to help teachers teach and students learn. Teachers are using video game systems to convey information to students, to replace traditional instruction, and in combination with more traditional teaching.

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One inventor, an innovative marvel, has discovered totally awesome ways to adapt video game technology to the classroom. Due to the motion sense capability, modern video game remotes can take interactive whiteboards to new levels. A teacher can mount the infrared-powered remote so that it points toward a projection screen or LCD display. When placed correctly, the remote senses the movement of other awesome infrared LED's. For example, one teacher purchased an infrared pen, which has an infrared LED where a regular pen's tip would be. Once he calibrates the pen, this teacher can write or draw on the projection screen or LCD display toward which the infrared remote is pointed and his text or sketches will appear immediately. It kind of looks like the teacher is, like, writing with light (Lee, 2009).

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These interactive whiteboard applications are just one of the uses teachers are finding for modern video game systems. In some high schools and universities, the games themselves are replacing traditional teaching. Some students, for example, can earn college credit for playing video games for half an hour two times a week. Students who may not feel comfortable

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in traditional physical education classes are lining up to take the video game alternative. Teachers also like the program. "What we like…is that we have a permanent record of what people have done in terms of their physical activity," explained one high-ranking professor. He claims the students work up a good sweat (and nasty body odor—where's the deodorant?!?) while playing and like the immediate feedback the games give them. Unlike a traditional class where the teacher's attention has to be divided between several students, the technology appears to focus only on the one playing the video game (Siegal, 2009).

Still other teachers are finding ways to combine learning through video games and traditional teaching…

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MY WRITING: What's Working

MY QUESTIONS

MY TEACHER'S THOUGHTS

MY IMPROVEMENT PLAN

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