



Educators' Technology Clinics

Student Project Profile

Course: LTMS 603 Engaging with Learning Activities, Games & Simulations

Project Name: Defeat Nardak: Network Password Rules Game

Project Audience: 7th and 8th Grade Technology Class

Harrisburg School District

Project Description: The game provides a fun and engaging way for students to learn the school district's network password rules. The game also recommends best practices for creating memorable passwords as the system requires frequent password changes resulting in students often forgetting their password.

Audience Response: The students loved playing the game. The game format forced them to read the data to input the correct answer and progress through the game. The game included mini-logic puzzles. The puzzles, intended as a reward for correct answers, did not relate to the password creation information, but increased the game's fun.

Improved Learning Outcomes: Students created and maintained more effective passwords. Many students feel a strong desire for an exciting or expressive password. They create one based on imagery but not logic and they forget it. Then they came to me to reset their password. If 4 or 5 students need passwords reset, it can cause the whole lesson to start poorly. Far fewer students forget passwords this year!

What I Learned: Students enjoy receiving information in videos. They like music included in the directions. They read required text more thoroughly when connected to a game. I enjoyed teaching the class, too. Teachers enjoy teaching more when students have fun!