Educational Technology Connoisseurship and Criticism
By Suzanne Erz
In the article *A Study of Teacher Perception of Instructional Technology Integration in the Classroom*, Lynette Molstad Gorder (2008) relays that Bauer and Kenton (2005) said that computer technology is an effective way to widen educational opportunities.
REALISTIC

INFORMATION ON DEMAND
MULTI-FACETED/CROSS-CURRICULUM
MULTIPLE INTERESTS
CHALLENGING YET DO-ABLE
AFFINITY SPACE
SCAFFOLD
- Rice University School Mathematics Project (RUSMP)
- National Institute of Drug Abuse
- National Institute of Health
- National Science Foundation

Partners:
- Fort Worth Science and History
- American Academy of Forensics Sciences
- CBS
- Jerry Bruckheimer Television (film and television producer of CSI: Crime Scene Investigations)
- Center for Technology in Teaching and Learning
- Left Brain Media
CSI: WEB ADVENTURES

CASE ONE: ROOKIE TRAINING
CASE TWO: CANINE CAPE
CASE THREE: BURNING STAR
CASE FOUR: BITTER PILL
CASE FIVE: FATAL INTERACTIONS

LEARN FORENSIC SCIENCE AND APPLY YOUR KNOWLEDGE

REVIEW OUR GAMES @ SSGC
Tell us what you liked about our games, and help us make them more fun and effective.

Click here to REVIEW CSI: WEB ADVENTURES!
- **Virtual Clinical Trials-Current** topics for teens
- **Uncommon Scents** (chemical spill)
- **Cool Science Careers**- games to discover careers in science based on one’s skills or learning style(s)
- **Medmyst- Animal Alert**- solve a mysterious outbreak
Projects and Games
Research
Teacher’s Resources
Teacher Materials
5 Case Studies

- Beginner (1) > Intermediate (1) > Advanced (3)
- Play as a guest or register.
  - Affinity space
  - Private
- Scaffold information
- Realistic lab techniques
- Sound effects while performing lab techniques
- Educators Guide
- **FREE** activities
  - Measure bone length- Math or Anatomy class
  - Match Handwriting Samples-English class
  - Sticky Fingers Burglary- Genetics, possible middle school level
  - + Many more!
Downloadable guides to exhibit

Fake **blood** recipe: **Blood** splatter test (Physical science, Trigonometry class, common sense)

**FAKE BLOOD RECIPE**
2 Tbsp White Corn syrup
4 tsp. Water
Red food coloring
DEMO VIDEOS

COOL LINKS - 15 MAJOR TOPIC AREAS EACH WITH 2-10 LINKS

FORENSIC ARTS (ART CLASS)
PRESRIPTION DRUG ABUSE (CHEMISTRY)
Targeted News Searches
Forensic Artist
Composite Sketch
Composite Drawing
Cold Case Arrest
Skeletal Remains
Facial Reconstruction
Facial Approximation
NAMUSHuman Skull

Targeted News Searches
Most Wanted Arrest
Skeleton Identified
Forensic Anthropologist
Skull Identified
Unidentified Human Remains
Forensic Laboratory
Police Artist
The Charlie Project
Updates
Doe Network updates
- Unlock hints
- Character Descriptions
- FAQ’s
- Navigation
- About the exhibit: Mission Statement
- Organizers and sponsors
- Press/Media: Winner of the Thea award
- Web adventure: Purchase tickets
- CSI Website: Order official CSI gear
Collaborators
Partners
Comment page

Archived reviews

Contact
Links to help
ADVANTAGES-CRITIQUE

- Extremely interactive, age appropriate
- Safe private affinity space
- Challenging levels that provide information on an as needed and/or requested basis
- Plethora of different activities, lessons, and links (over 50)
- Realistic/Conversations
- Easily navigated
- Engaging, appealing to many different interests
- Cross-curriculum
- Rewarding, buildable generalizations
- Eye opening to occupations related to science and forensics
- Three languages: English, German, and Spanish
- Lessons/magazine for educators
- FREE!
DISADVANTAGES-CRITIQUE

- Plethora of links- overwhelming/time consuming
- Graphic
- Realistic
- Blog
Interesting
Intriguing
Learned things had not known about science
Didn’t know they use bacteria to cut DNA
Wanted to do it again
Liked working at my own pace so no-one knew when I had to re-do things
Fun
Gave me a headache, but liked it
Gross
Didn’t know ballistics were so cool
I liked the autopsy
THEMATICS

- “Complimentary curriculum is an addition that may enhance or hinder the school experience” (Moroye, 2009).
  - Broadens the aspect and spectrum of learning and perspective career opportunities.

- “Good games confront players in the initial game levels with problems that are specifically designed to form good generalizations about what will work well later when they are faced with more complex problems” (Gee, 2003).
  - Students build upon prior knowledge and may take it to another curriculum or outside the classroom to real life.

- “Good games give information ‘on demand’ and just in time…” “…operate at the outer and growing edge of a player’s competence, remaining challenging, but doable” (Gee, 2003).
  - Solving analytical questions using problem-solving skills promotes self-confidence when accomplishment is privately attained in a non-judgmental manner.
- CSI: The Experience-Web Adventures
- RICE-Center for Technology in Teaching and Learning