

Table 2.2. Virtual Gaming Simulations Goals and Grading Strategies

Educator Goal	Strategy
To offer an experiential learning activity where the learner can make mistakes in a safe environment.	<ul style="list-style-type: none">• Do not assign a grade based on correct answers; that approach will stifle exploration.• Assign a participation mark for completing the experience to acknowledge learner time and effort and encourage learners to complete the virtual gaming simulations.
To assign a summative mark.	<ul style="list-style-type: none">• The individual summary report can be submitted and a grade assigned, however, there is no way to validate that mark.• Instead, ask learners to complete a reflection after their experience and consider marking the reflection.
To test the learner's knowledge.	<ul style="list-style-type: none">• The individual summary report can be submitted and a grade assigned. This means learners will take more time choosing an option as they play the virtual gaming simulations and they will not explore the different options provided for fear of getting a lower mark.