

1145-VK-2232 **Michael Renne*** (rennem@oregonstate.edu). *On Fun and Games: Designed for Learning.*

Interest in game-based learning is rapidly increasing, both in academia and the educational technology industry. This interest necessitates the formulation of principles for both designing learning games and using them within an existing curriculum. I consolidate and organize results from the domains of Psychology, Cognitive Science, Learning Science, Game-Based Learning, and Game Design into a short list of design principles that are presented and categorized with multiple research agendas in mind, and I offer guidance to educators who want to leverage the potential of learning games within the curriculum. (Received September 25, 2018)