I think the last sentence in the article is key to being successful in learning games development:

“We hope to not only develop games that can be brought into the classroom but to also develop teachers who know what to do with them when they get there.”

There is a good deal of excellent work and research being done on games-based learning. Great strides have been made and the concepts are being more widely accepted as an effective approach. However, the front line in education is still the classroom teacher. They must understand how they can use these games to facilitate reflection and discussion that can enhance traditional curriculum.

There is no real value to creating a learning game that is used as a babysitter. I feel that learning games should be delivered with some classroom material for teachers. They are capable of thinking up cool activities to go with the content but they do not have the time. They are being pulled in many directions at once. If we provide them with some of this material it is also more likely that they will use our games and work them into their curriculum.