

Let's Play: Improving our Teaching in the Medium of Board Games - Workshop

subtitle: the long boring slide

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LET'S PLAY

ABOUT 2022/23 PLC RESOURCES RESEARCH

Faculty Learning Community 22-23
The Beginning

This was the first step that took the idea of using board games to teach and improve the teaching of light fields at the University of Miami. This Faculty Learning Community (FLC) at Miami University has been successful in those games in the past.

in individual teaching of games with other members cited:

The group members in 2022-23 included in alphabetical order:

- **Member** Juan Carlos Albanan from the Department of Computer Science
- **Member** Karen Davis from the Department of Computer Science
- **Member and Facilitator** Peter Jamieson from the Department of Electrical and Computer Engineering
- **Member** Claire McLeod from the Department of Geography
- **Member** Brady Nash from the Department of Teaching and Learning
- **Member** Galie Pohlhaus from the Department of Philosophy
- **Member and Facilitator** Eric Rappas from the Department of Computer Science
- **Member** Mark Siskel from the Department of Mathematics
- **Member** Bryan Smucker from the Department of Statistics
- **Member** John Williams from Miami Libraries in the Makerspace

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How **PLAY** can help **US** improve our **TEACHING!**

Games?



Improve Teaching with
Games!



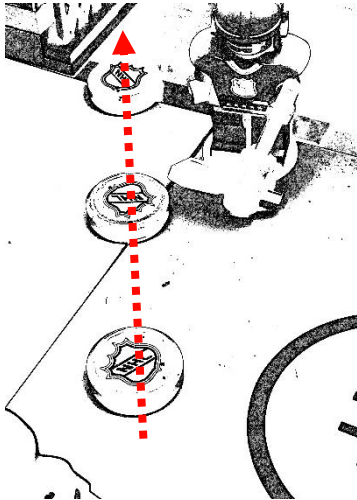
NOT! Games in
the Classroom



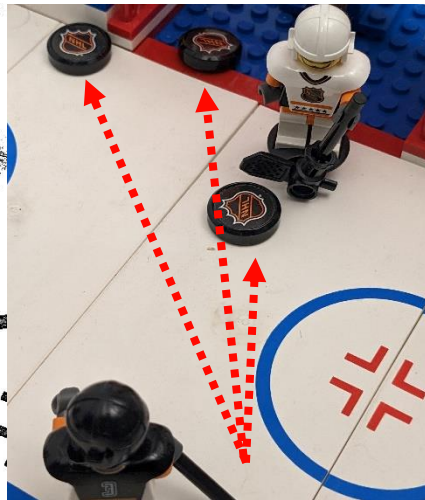


Role-reversal

Learning Objective



Practice



Assessment



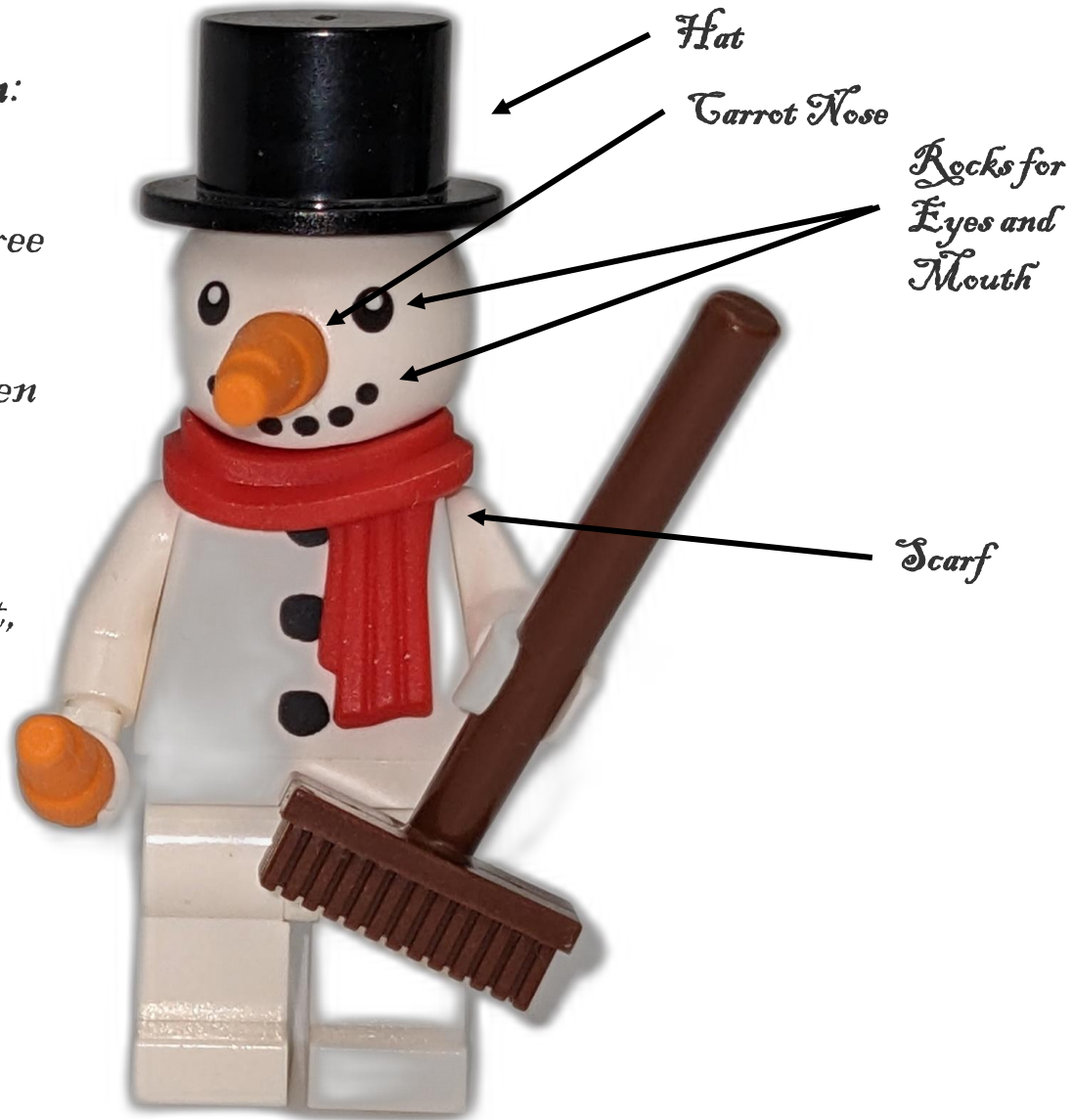
Games are:
Structured, Short
Active Learning

Technical Vocabulary - Game 1

Knockout Whist

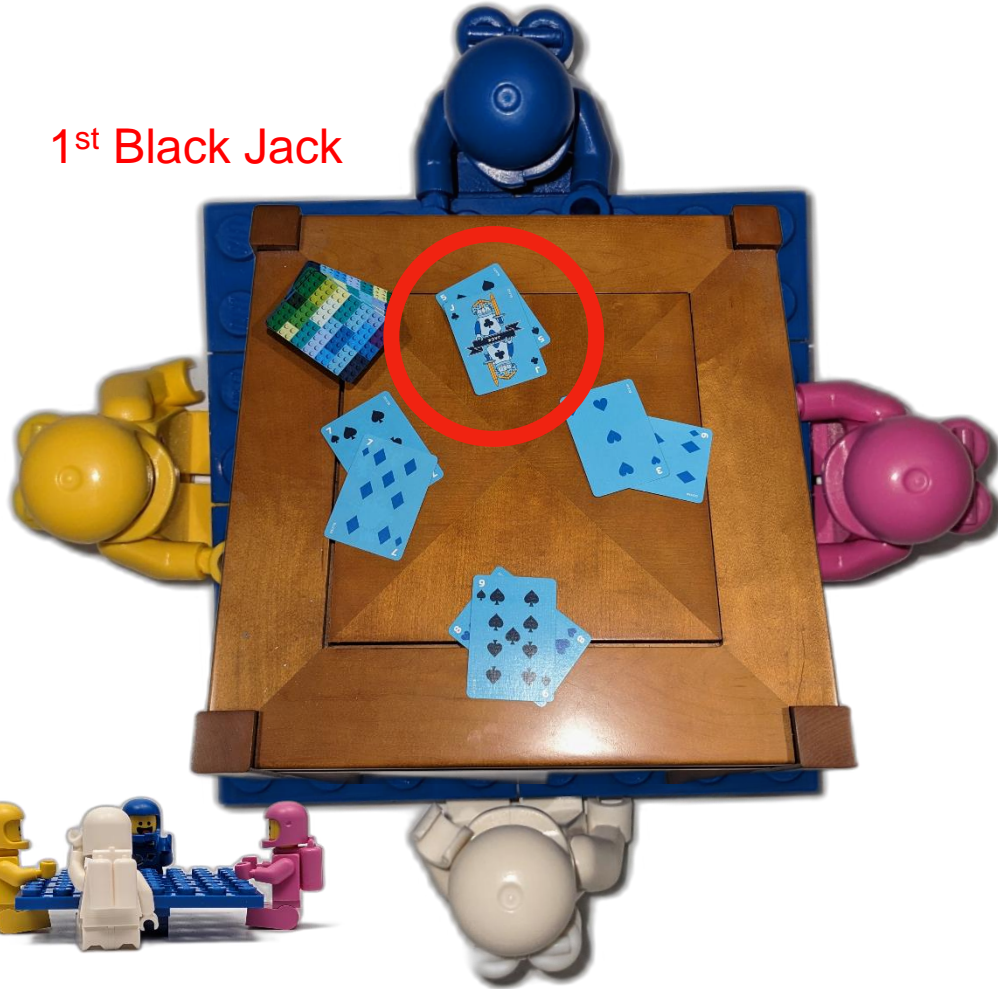


Snowman/Snowperson:
is a snow sculpture
typically made up of three
large snowballs of
different sizes. Snowmen
can have various
accessories, like a carrot
for a nose, a stovetop hat,
rock eyes/mouth and a
scarf to make them look
more like a person.

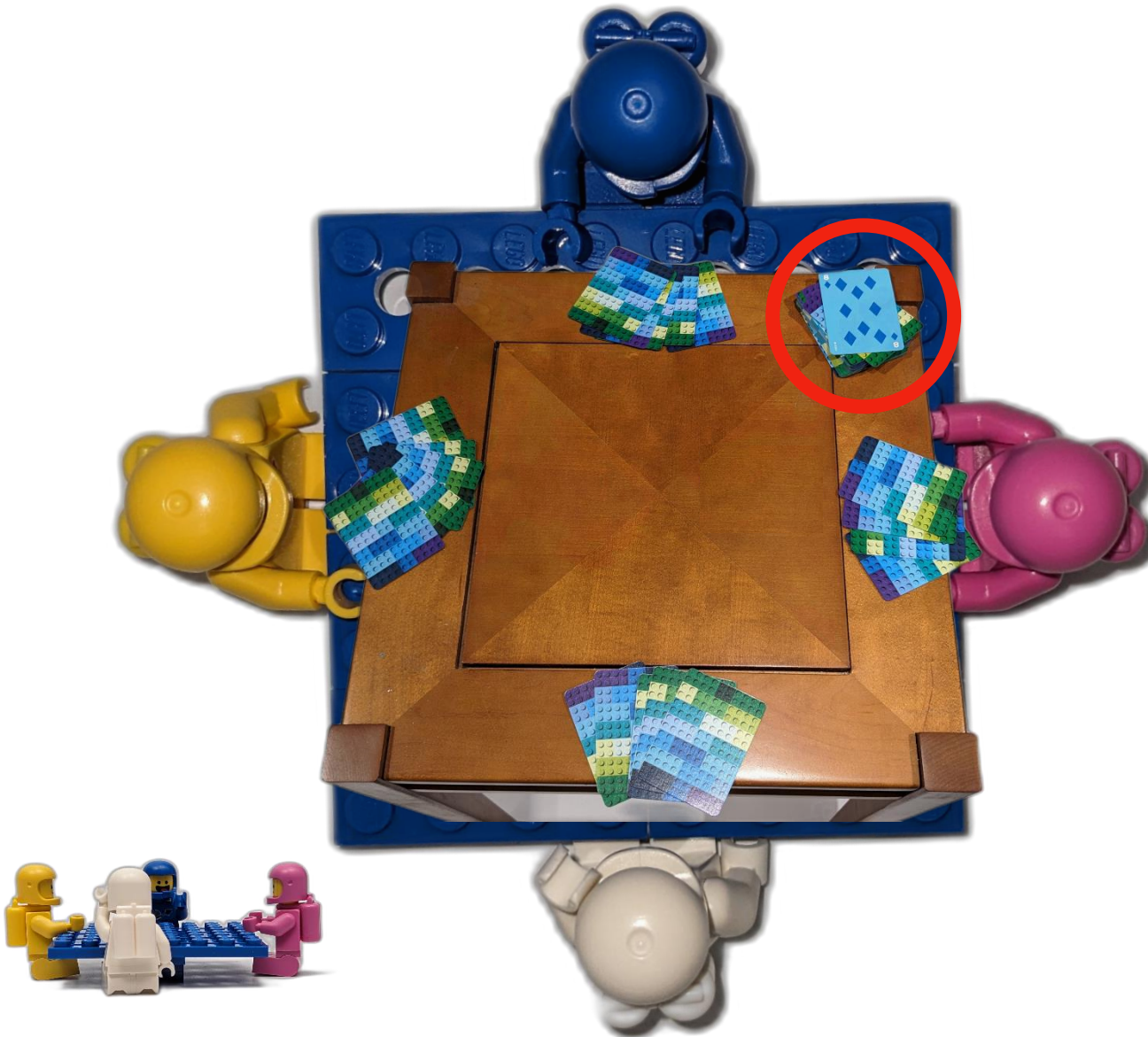


Determine Dealer and Deal out X cards

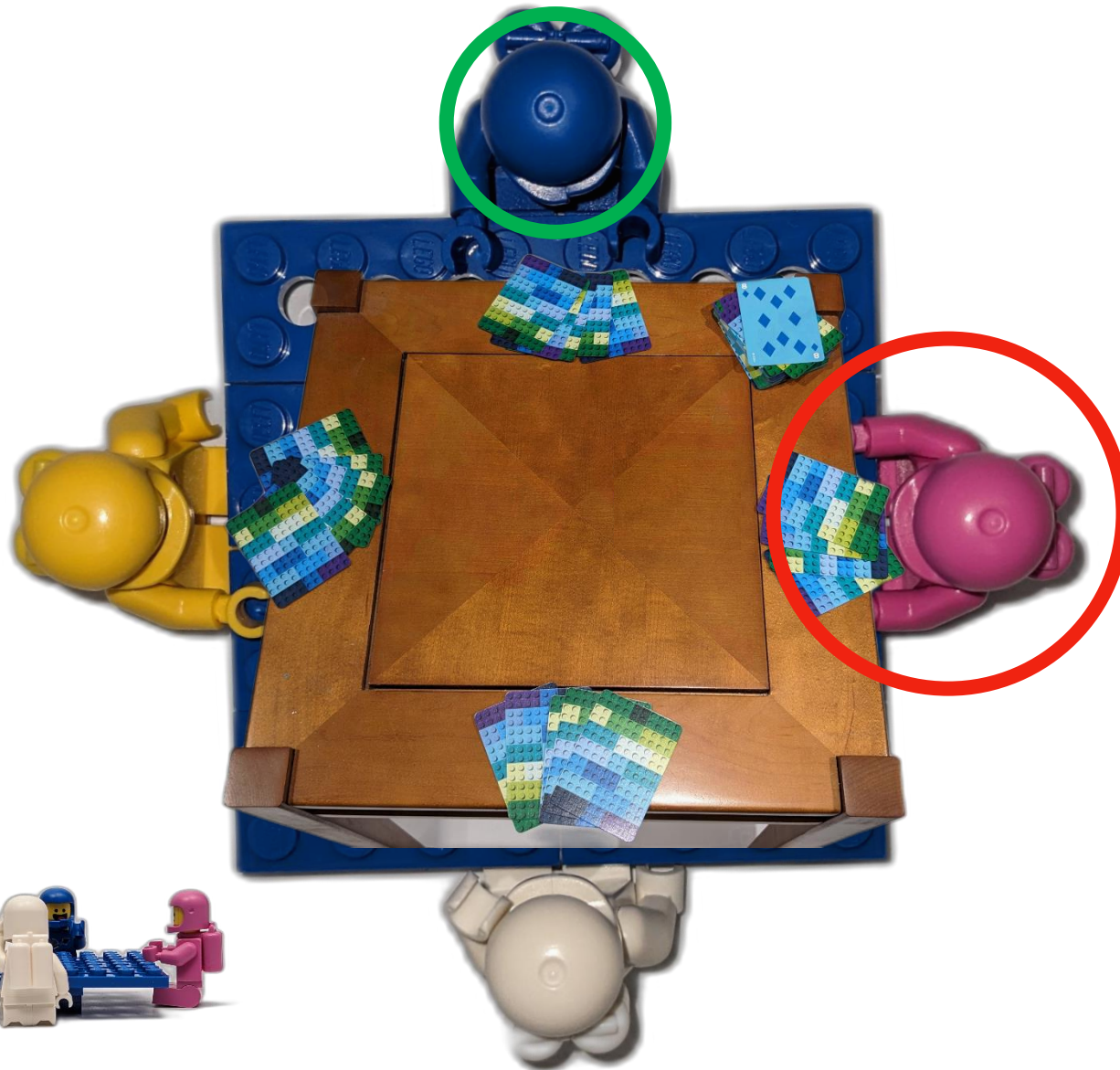
1st Black Jack



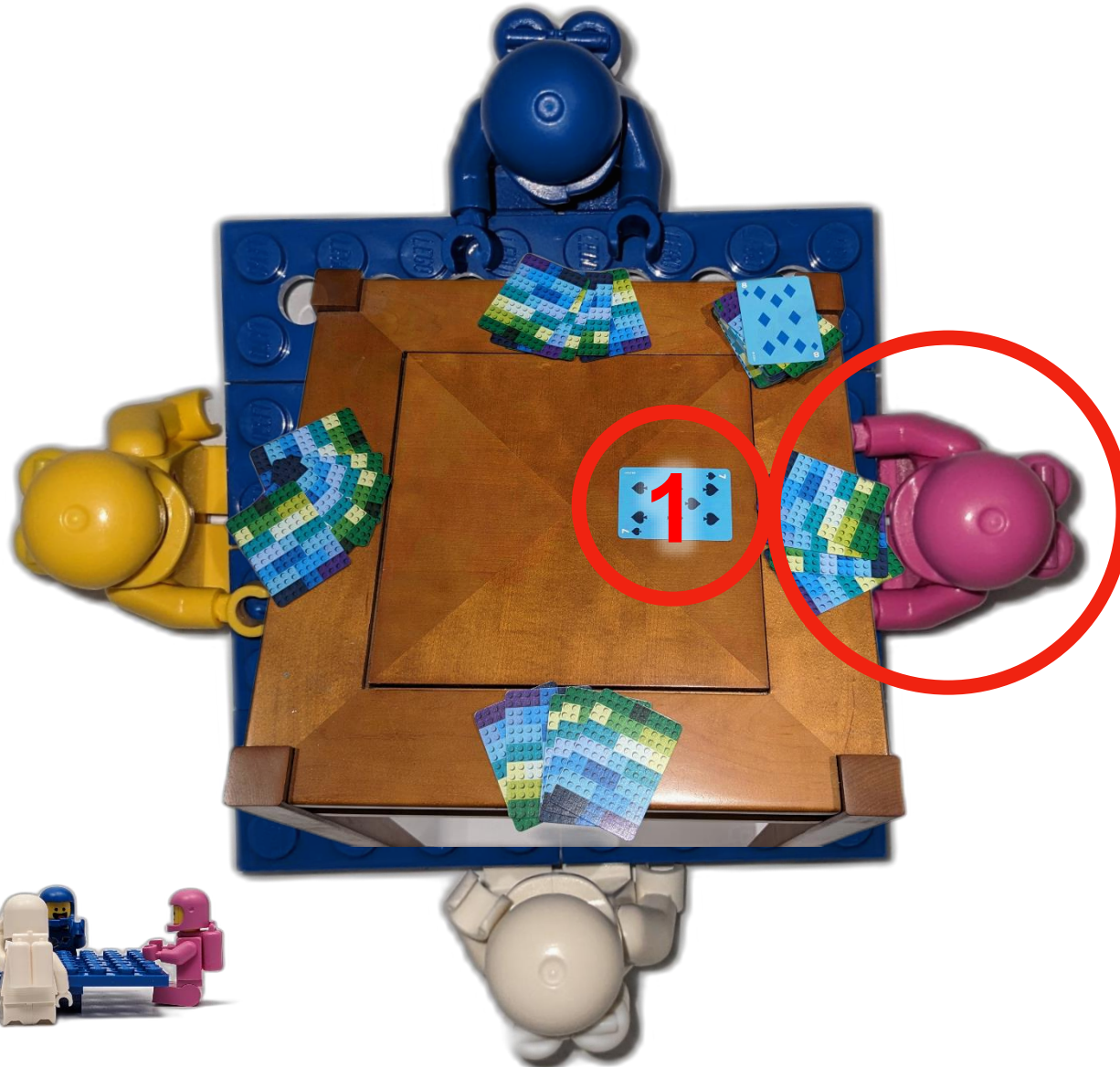
Trump –
flip top card
OR
won most
tricks on
previous
hand



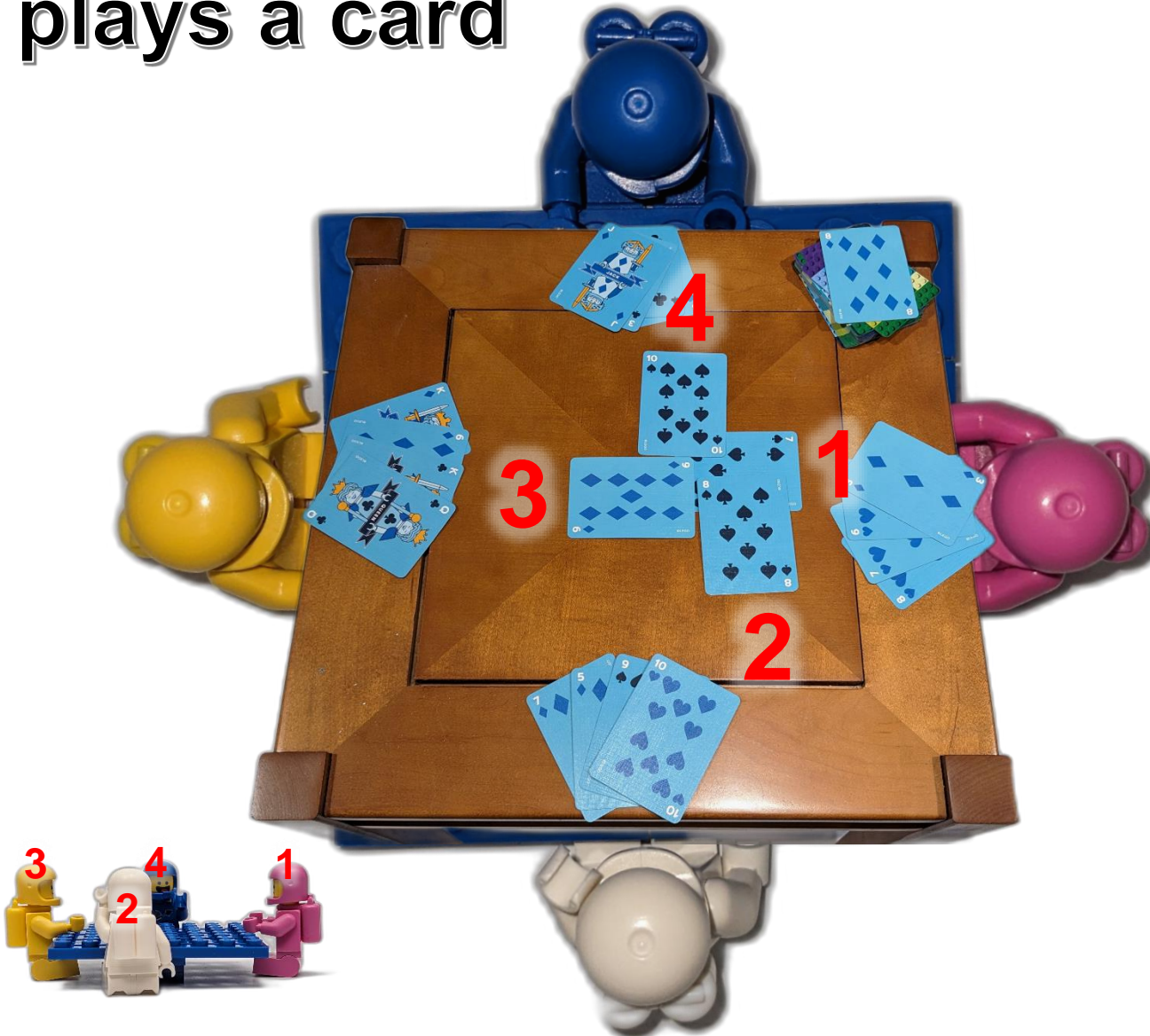
Lead of 1st trick to left of dealer



Lead picks and plays a card

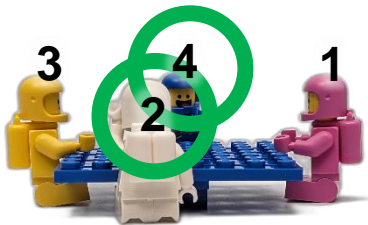
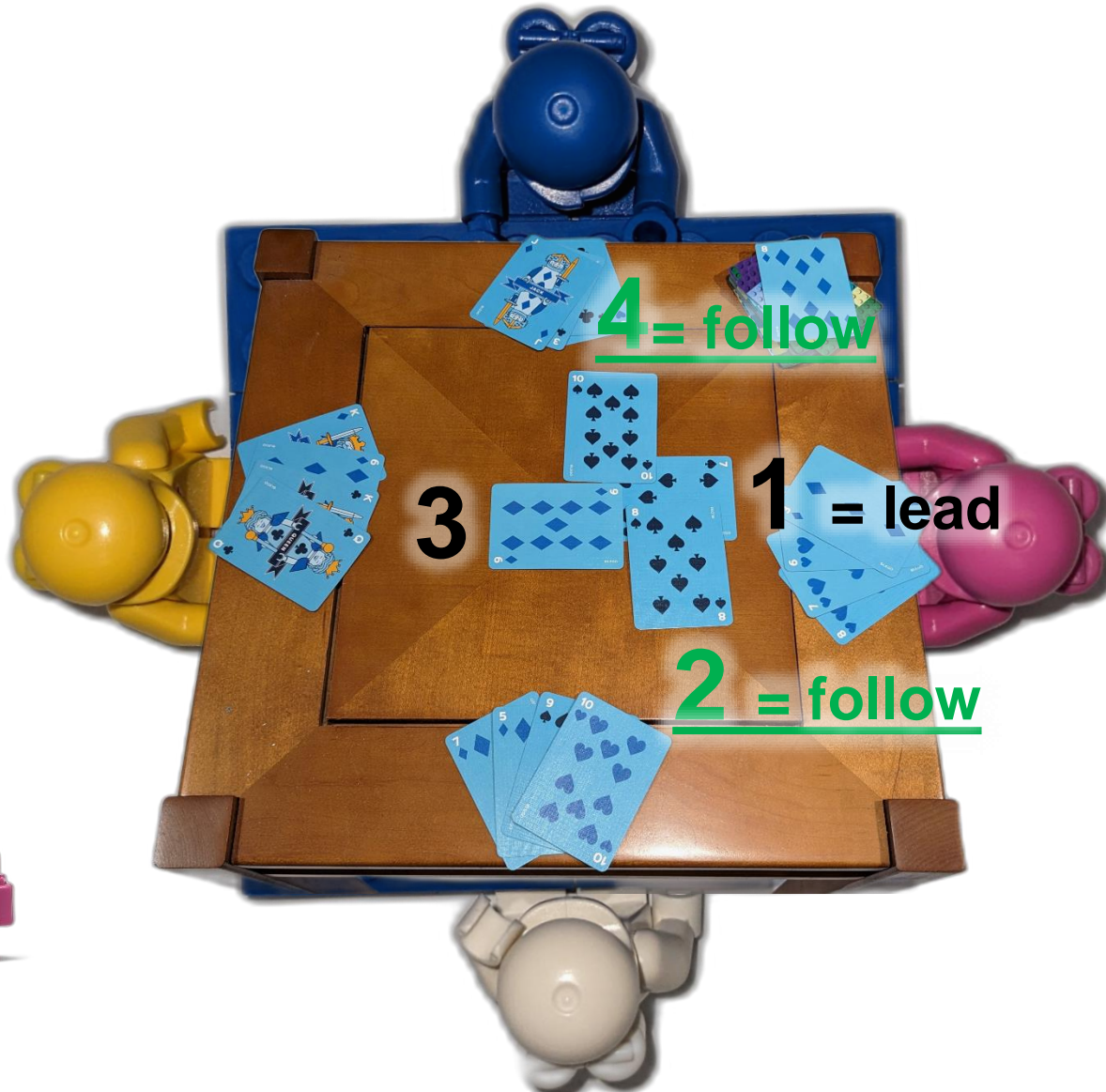


Everyone in clockwise order plays a card

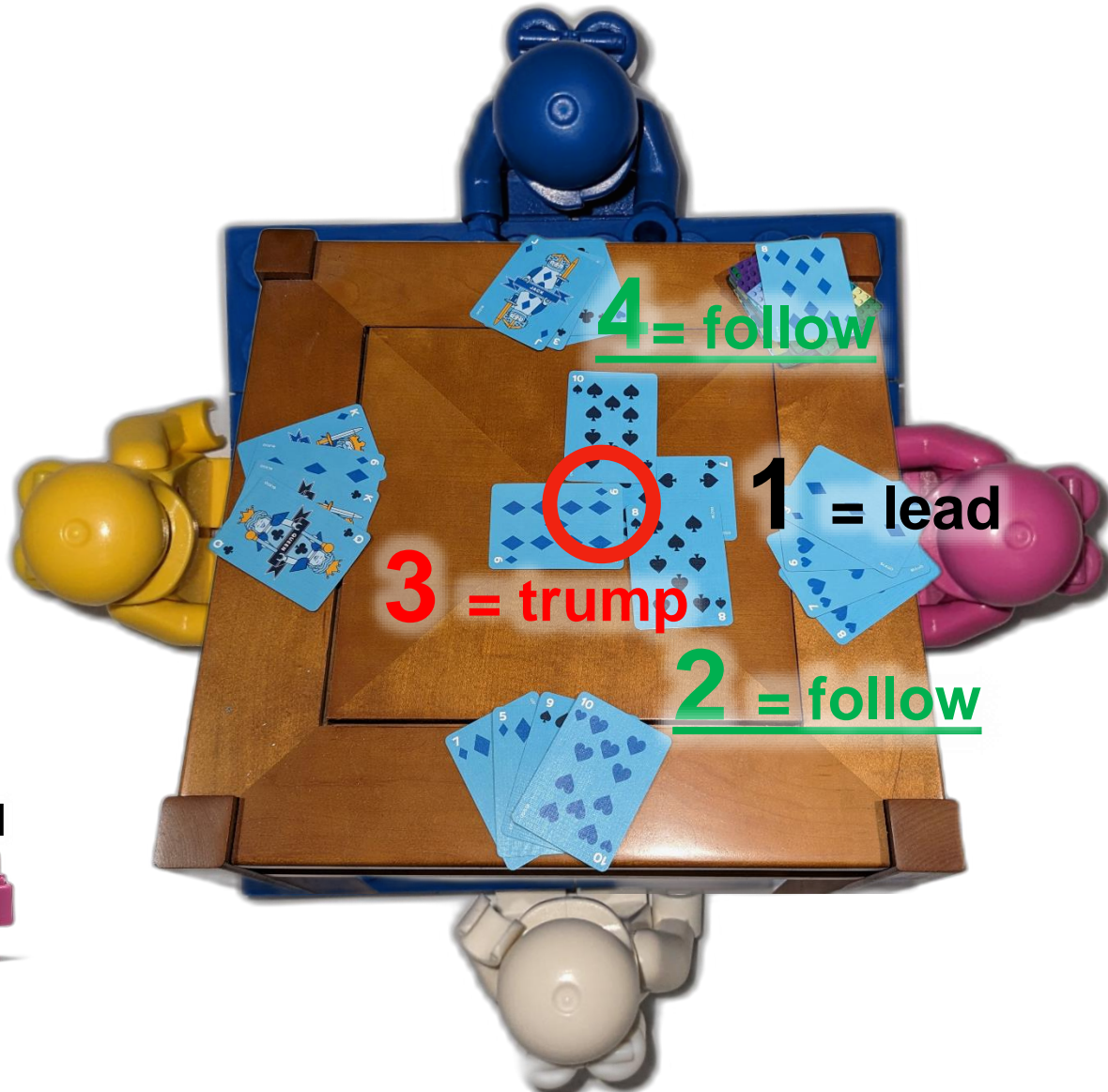


Following suit:

play a card from led suit if can

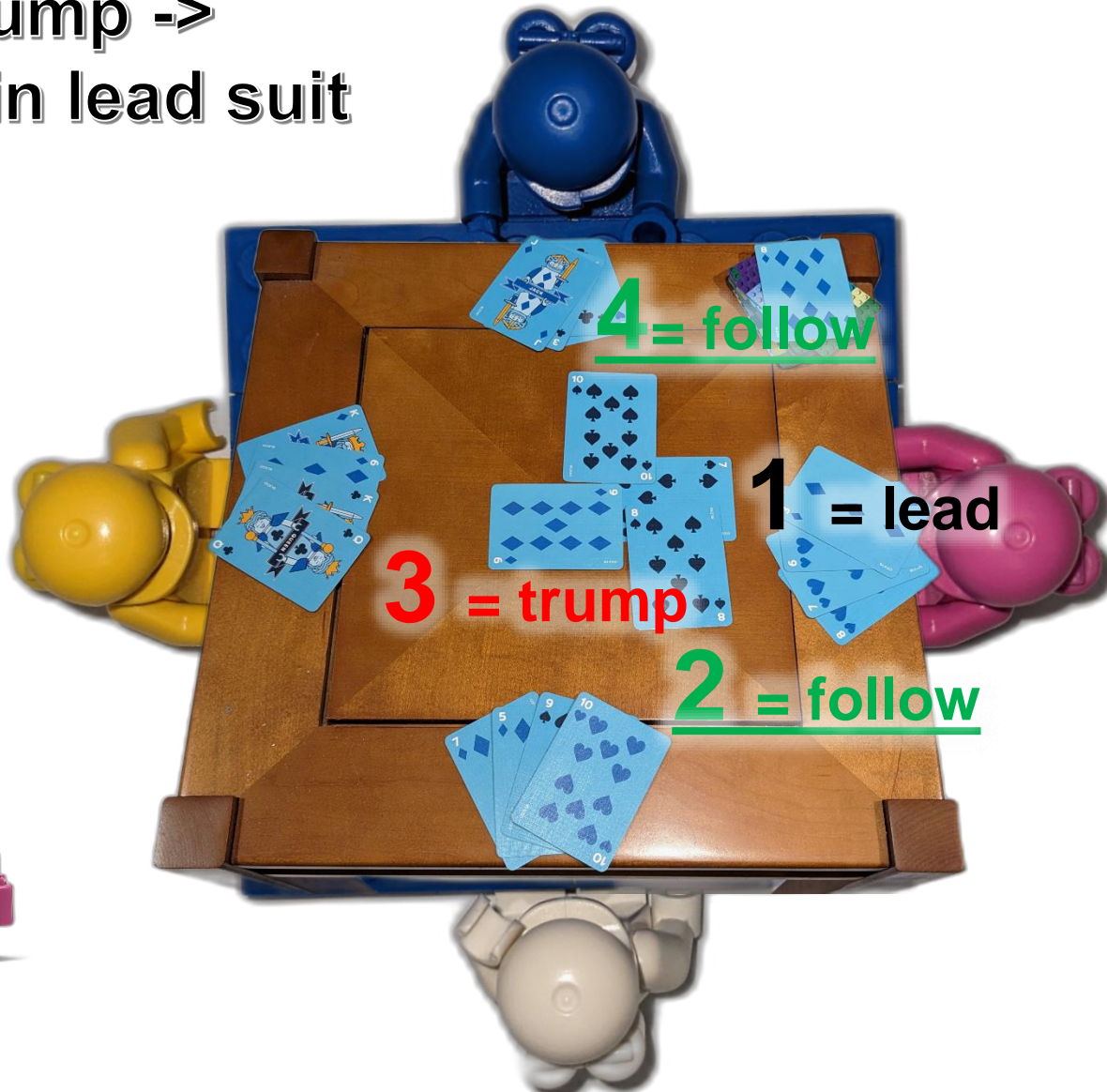


If you can't follow suit play another card

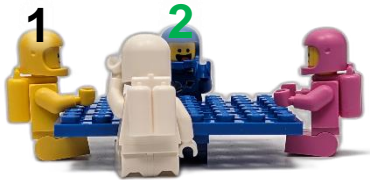


Winner of trick is highest card =

1. Highest Trump suit
2. No trump -> Highest in lead suit



Collects trick or book and leads





Technical Vocabulary

Scaffold

Culture classroom

How does technical vocabulary impact the value of our teaching and learning?



Scaffolding - Game 2

Knockout Whist - Variant



Learn a variant

Knockout Whist

Trick Taking Games





**Technical
Vocabulary**

Scaffold

**Culture
classroom**

**How does scaffolding add connection
between ideas to allow more complexity?**

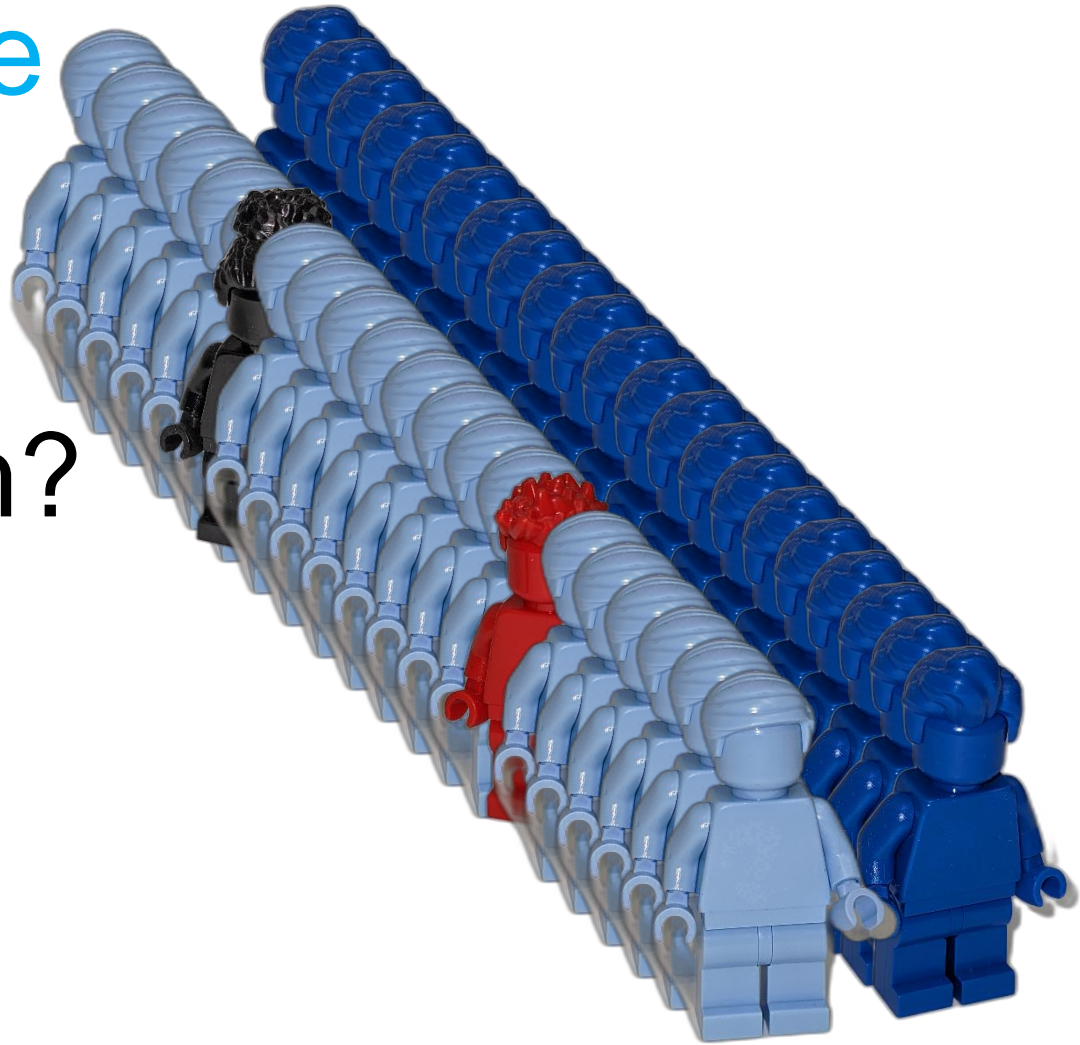


Classroom Culture - Game 3

Knockout Whist – Variant for Some - BARNGA



What is the Culture of the Classroom?





Technical Vocabulary

Scaffold

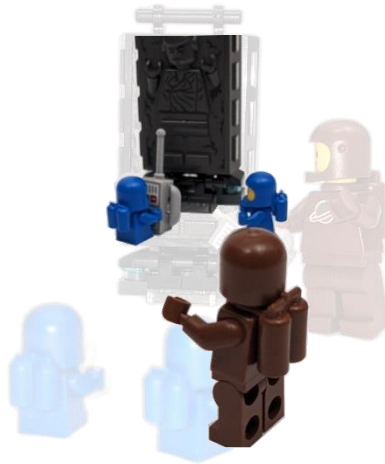
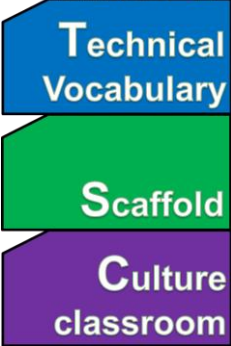
Culture classroom

How does this simulation relate to the class? and to my teaching?





1. US



2. Improve our Teaching

LET'S PLAY

ABOUT 2022/23 PLC RESOURCES RESEARCH

Faculty Learning Community 2022-23

The beginning

This was the first step that took the idea of a Faculty Learning Community from a concept to a teaching and learning initiative.

The Faculty Learning Community (FLC) was created to explore the idea of 'Play, Improved' and to focus on 'Tabletop Games' as a tool for teaching and learning.

those games in their classrooms.

The group members in 2022-23 included in alphabetical order:

- Member **Juan Carlos Albarran** from the Department of Computer Science and Information Systems
- Member **Karen Davis** from the Department of Computer Science and Information Systems
- Member and Facilitator **Zeke Jameson** from the Department of Computer Science and Information Systems
- Member **Clare McLeod** from the Department of Geography and Environmental Science
- Member **Grady Nash** from the Department of Teaching and Learning
- Member **Clare Portibus** from the Department of Philosophy and Cultural and Business Inquiry
- Member and Facilitator **Eric Raposo** from the Department of Computer Science and Information Systems
- Member **Mark Sobocinski** from the Department of Philosophy and Cultural and Business Inquiry
- Member **Bryan Strucker** from the Department of Philosophy and Cultural and Business Inquiry
- Member **John Williams** from Miami Libraries in the Makerspace

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3. With Games!!!

