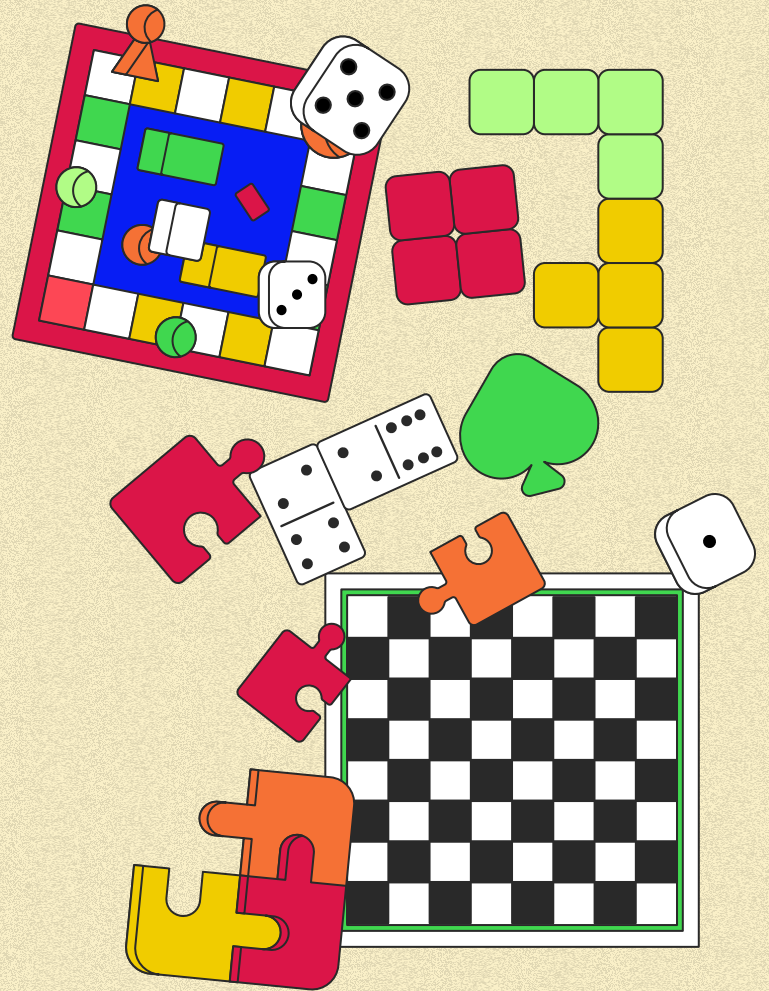# Let's Play:
Improved Instruction through Re-Experiencing Learning using Tabletop Games

Peter Jamieson & Eric Rapos
Miami University

The Game Plan

01

Introductions

Intro, goals, icebreakers.

02

Technical Vocab

Game and Discussion

03

Competition

Game and Discussion
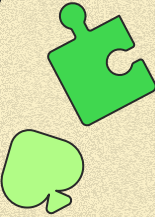
04

Class Culture

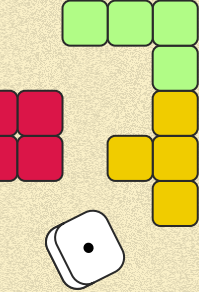Game and Discussion

05

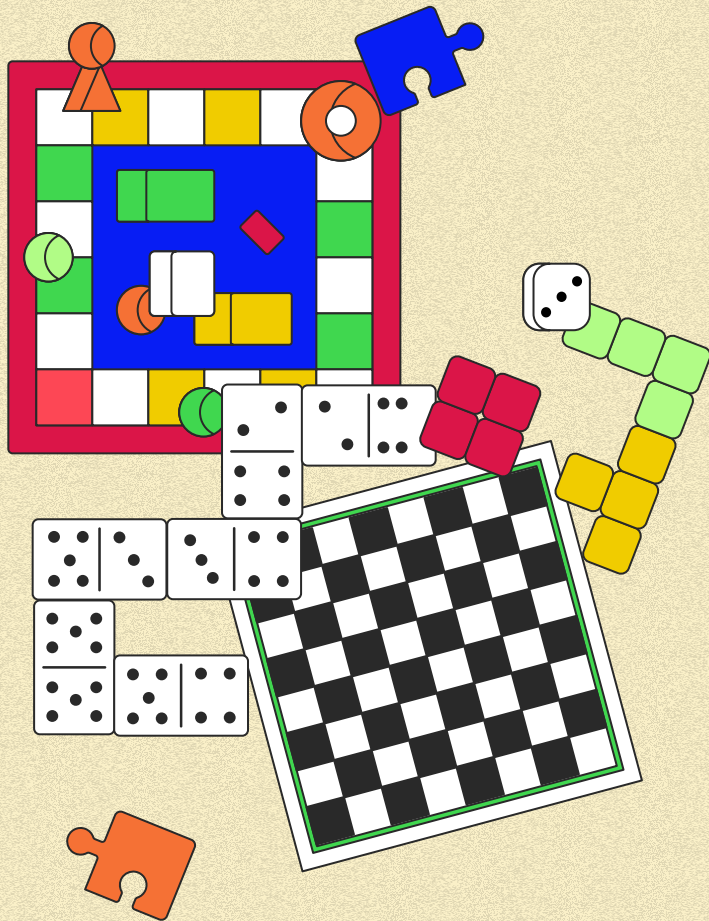## Cooperation
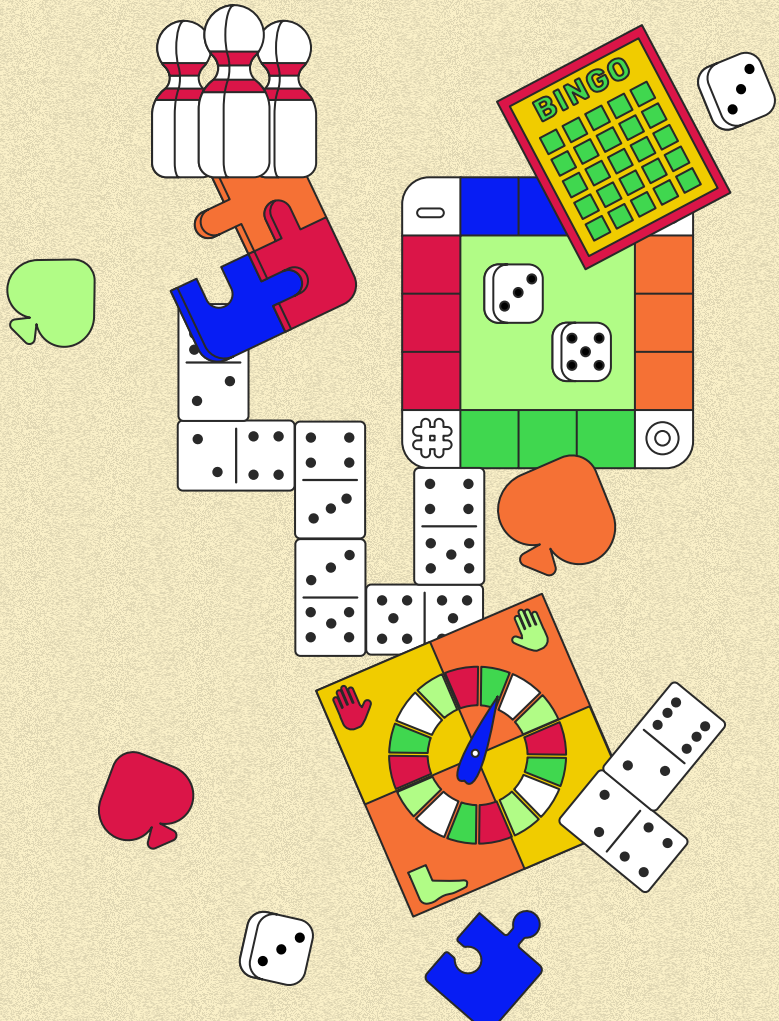
Game and Discussion

06

Conclusions

Takeaways, wrap up, sendoff
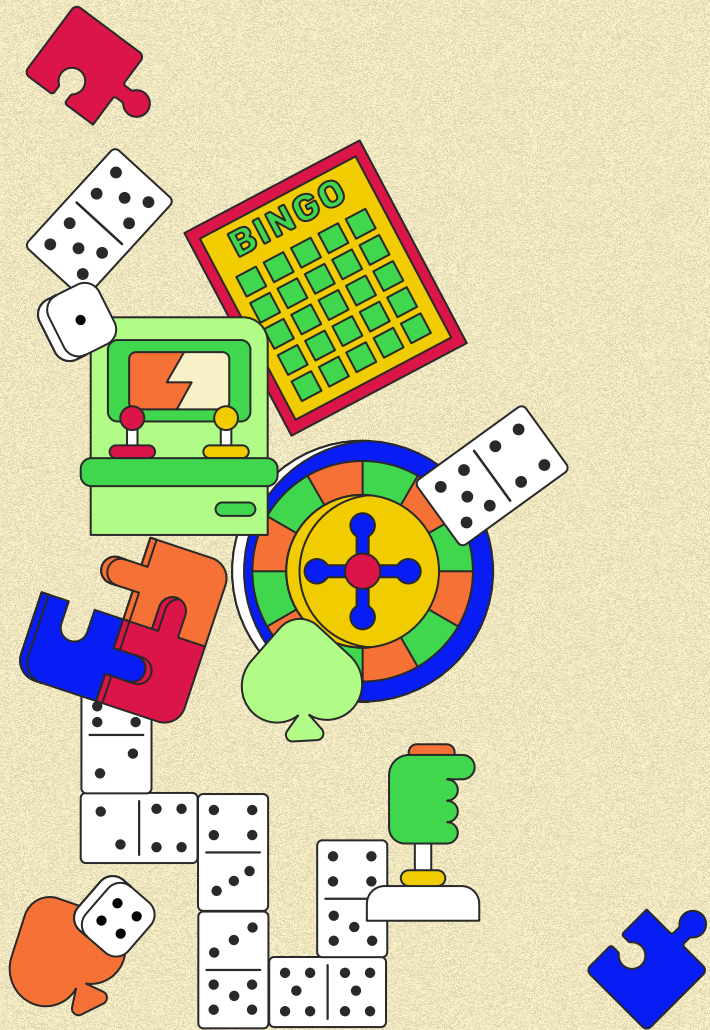
01
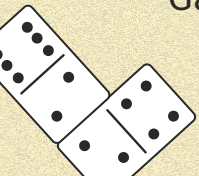
Introductions

Introductions

Tell us who you are:

- Name, where you're from, what you teach, etc.
- What is your experience level with games? Games in the classroom?
- What are your goals here today?

Outcomes

Learn Again

participate in role-reversal activities to experience learning from a learner perspective

Actionable Ideas

reflect on your experiences and identify ways you can implement changes in your own teaching

Discuss

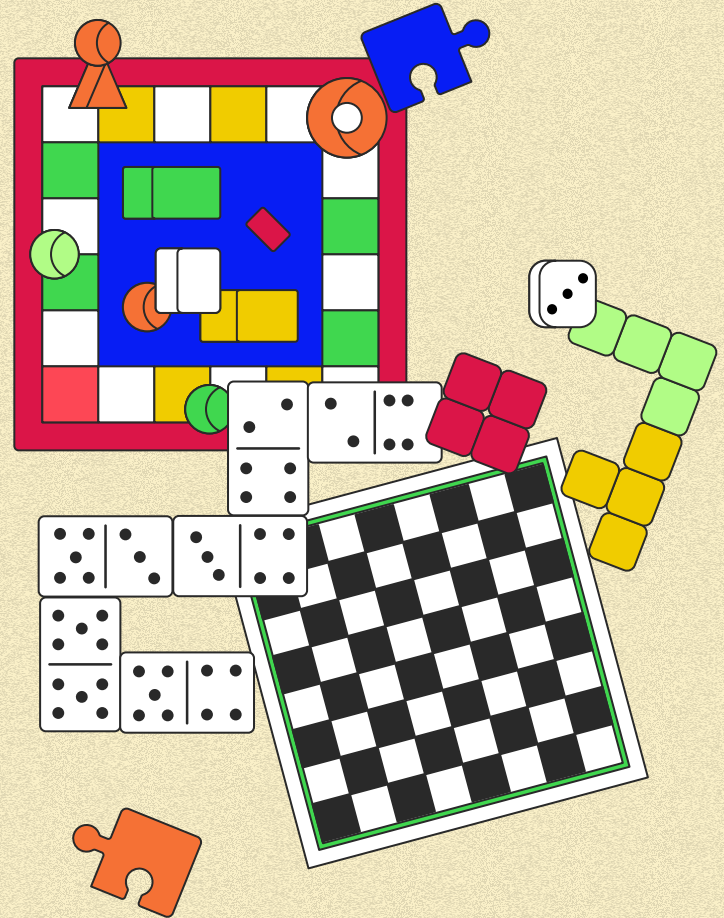participate in group discussions on the importance of empathy and careful thought in teaching

Enjoy and Play

play 4 different games designed to promote role-reversal and introspective course design
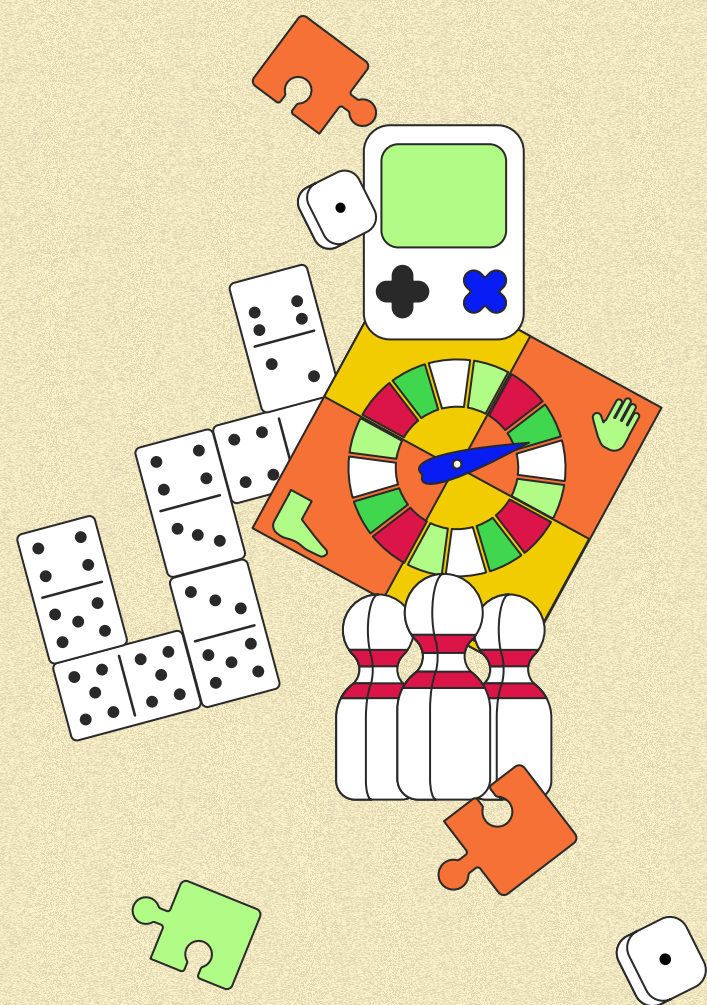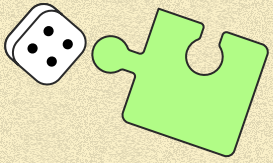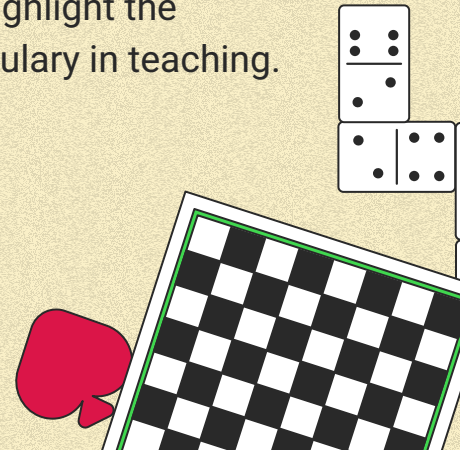
02

Technical Vocabulary

Section Learning Goals:

- **Understand the importance of technical vocabulary**

- **Explore Understanding by Design**

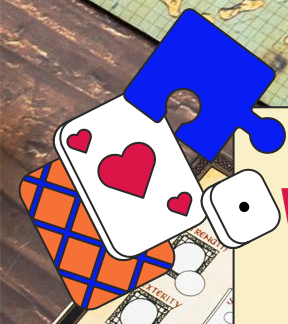- **Discuss development of Course Learning Outcomes**

Quoridor

An abstract game chosen to highlight the importance of technical vocabulary in teaching.

We'll see you **after this break!**

Discussion

Tech Vocab

What is technical vocabulary?
For an abstract game? For games?
For your teaching?

Filtering

How important is it to filter
content in teaching?

UbD

Why should we design
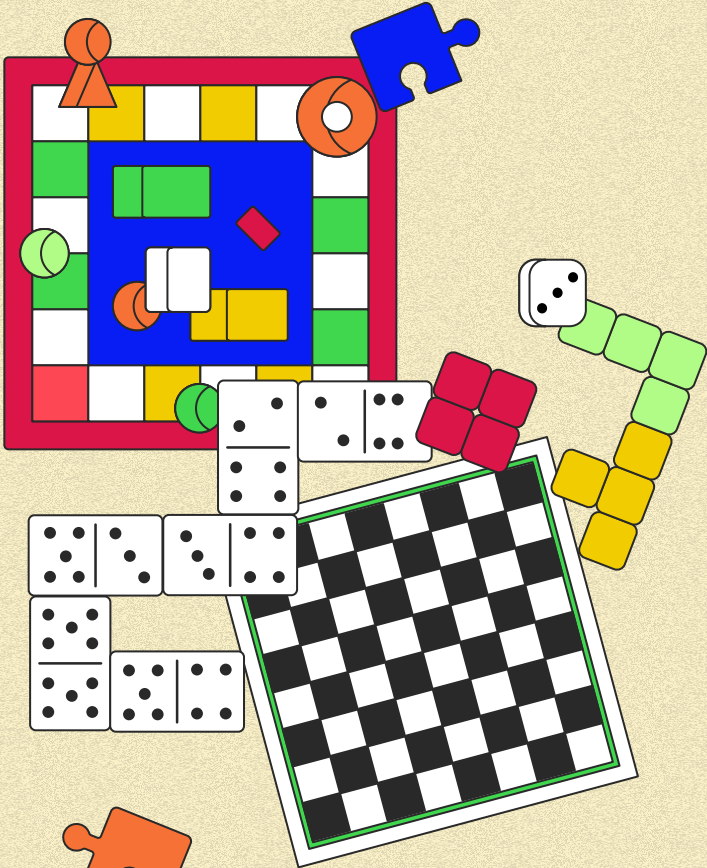teaching starting from
LOs?

Bloom's Folly

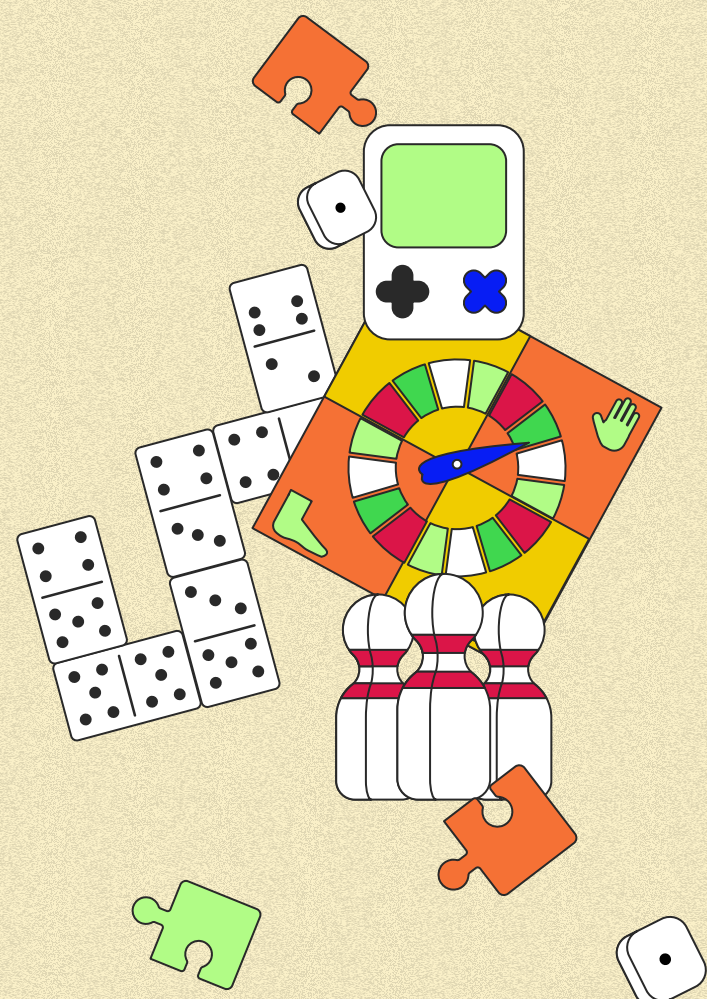Is **create** better than
understand?
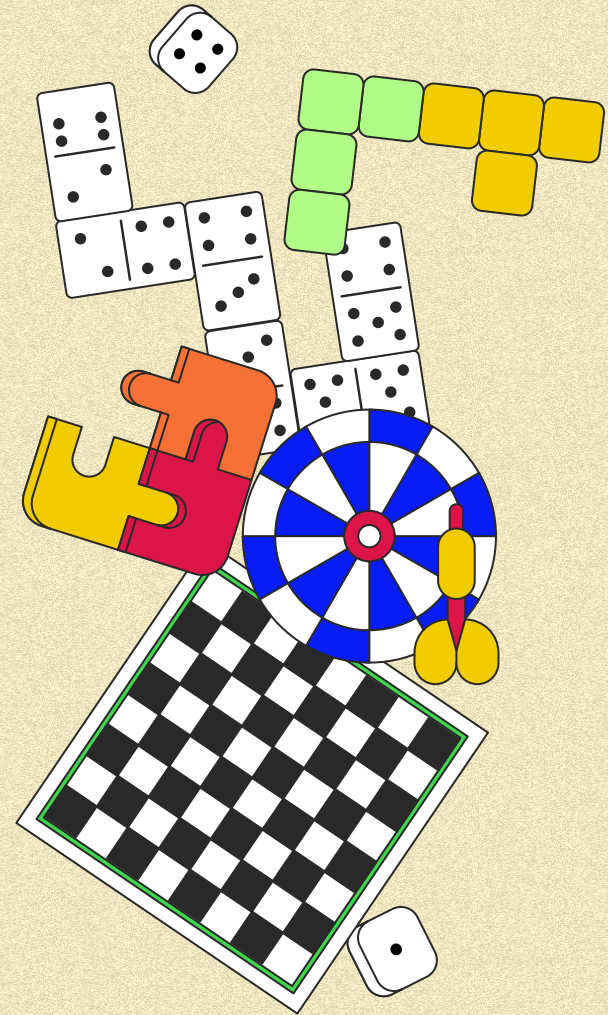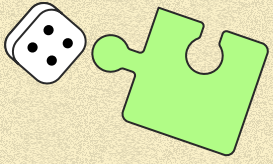
03

Competition
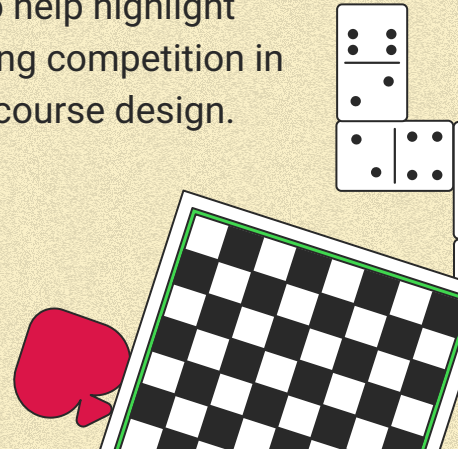# in Learning

Section Learning Goals:

- Explore the impacts of competition in learning.

- Discuss the application of prediction and retrieval.

- Discover the importance of filtering in design.

Whist

A Trick-Taking game chosen to help highlight the importance of of considering competition in learning, as well as filtering in course design.

Discussion

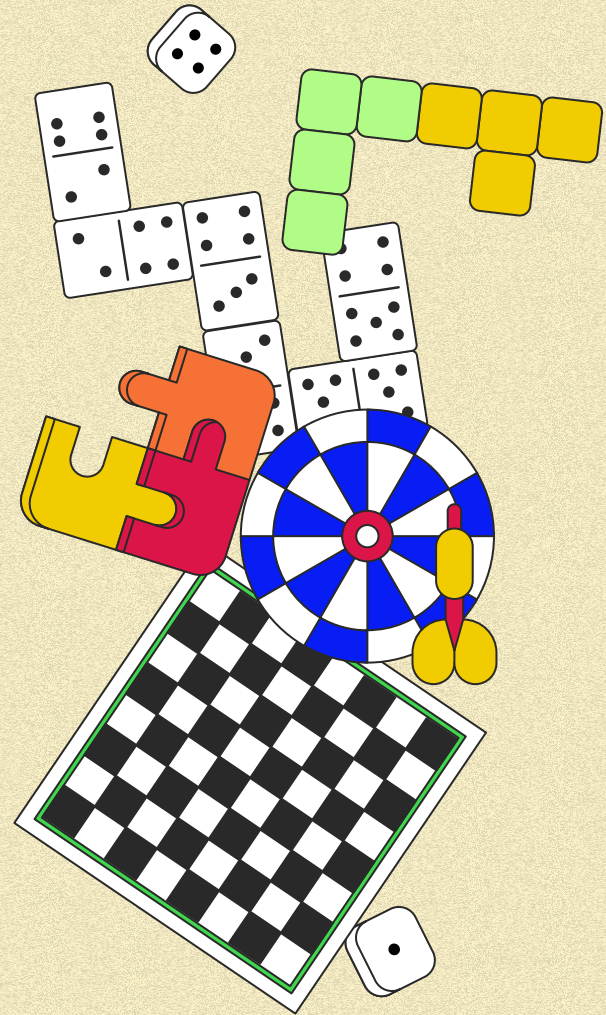**Competition**

How does competition impact learning?

Simple Testing

How does prediction and retrieval practice help learning?

Filtering

How important is it to filter content in teaching?
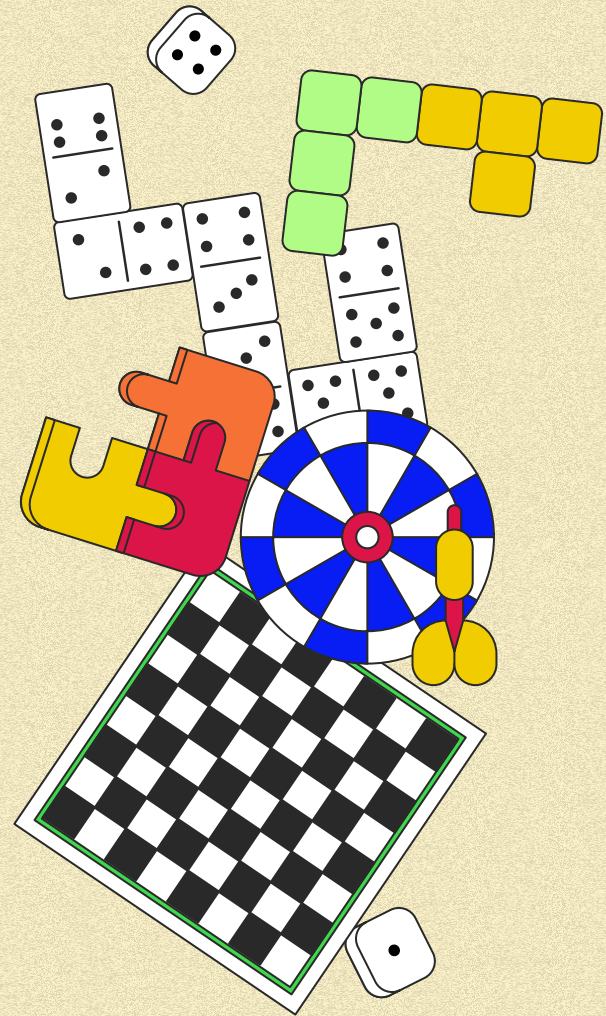
Morning Summary Discussion
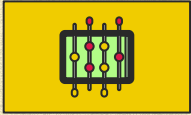
Technical Vocabulary

What ways can you incorporate vocabulary in learning?
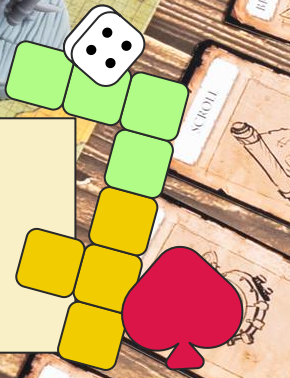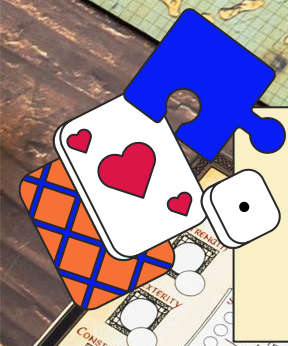Any experiences you want to share?

Understanding by Design

Why is it important to design courses, assessments, etc.
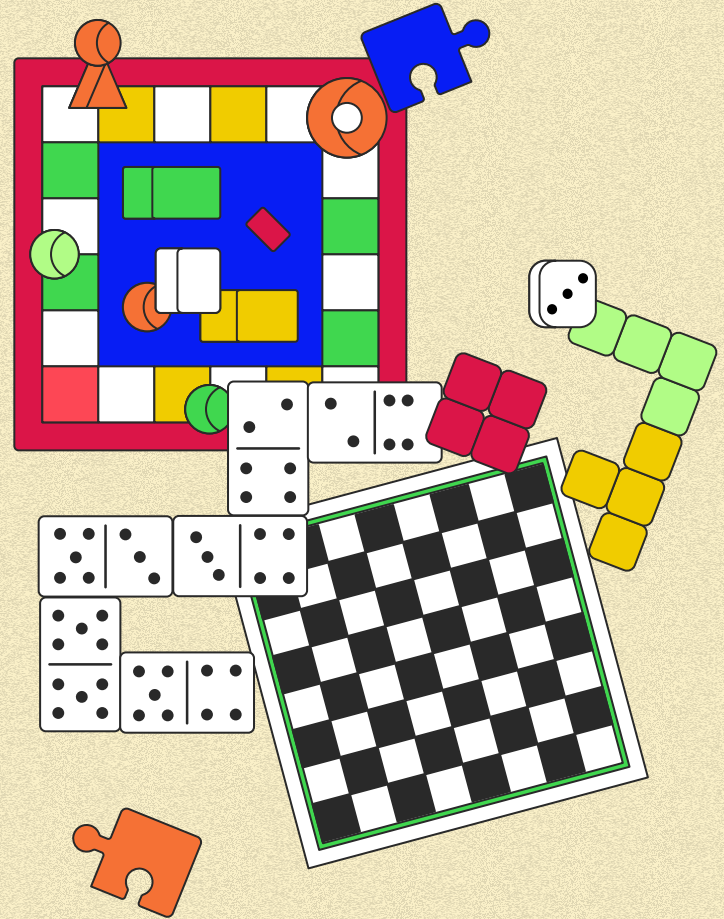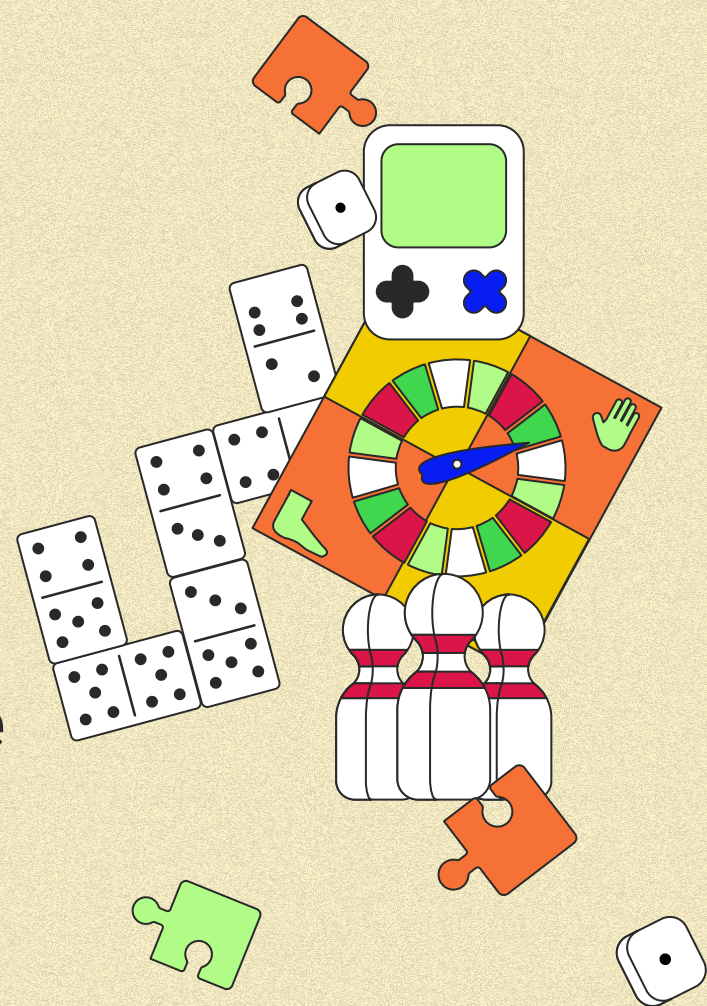using a technique such as UbD?
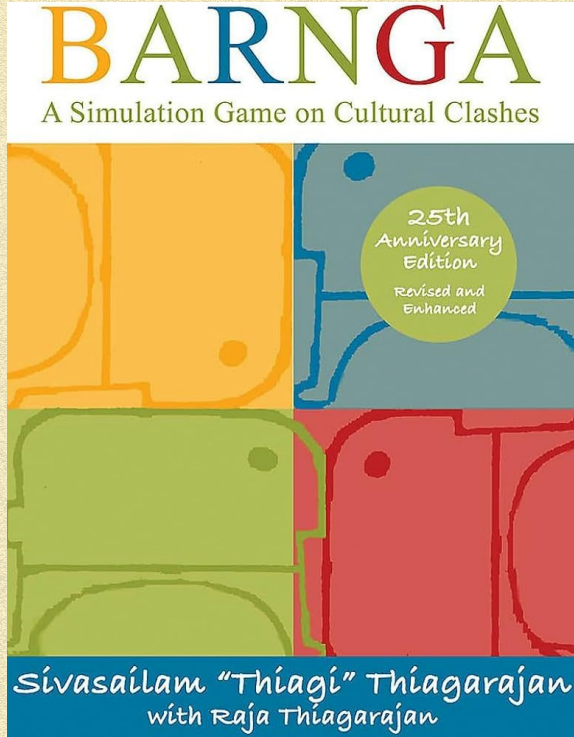
We'll see you **after lunch!**

04

Classroom Environment
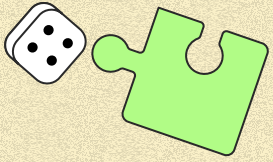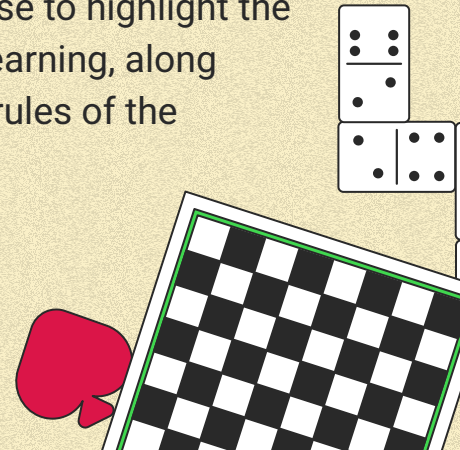
- Experience an environment with unwritten rules and apply the experience to course design.

- Demonstrate the importance of scaffolding in delivery of content.
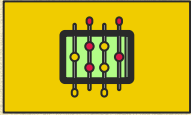
Barnga

Another trick-taking game chose to highlight the importance of scaffolding in learning, along with discussing the unwritten rules of the classroom.

Discussion

The Experience

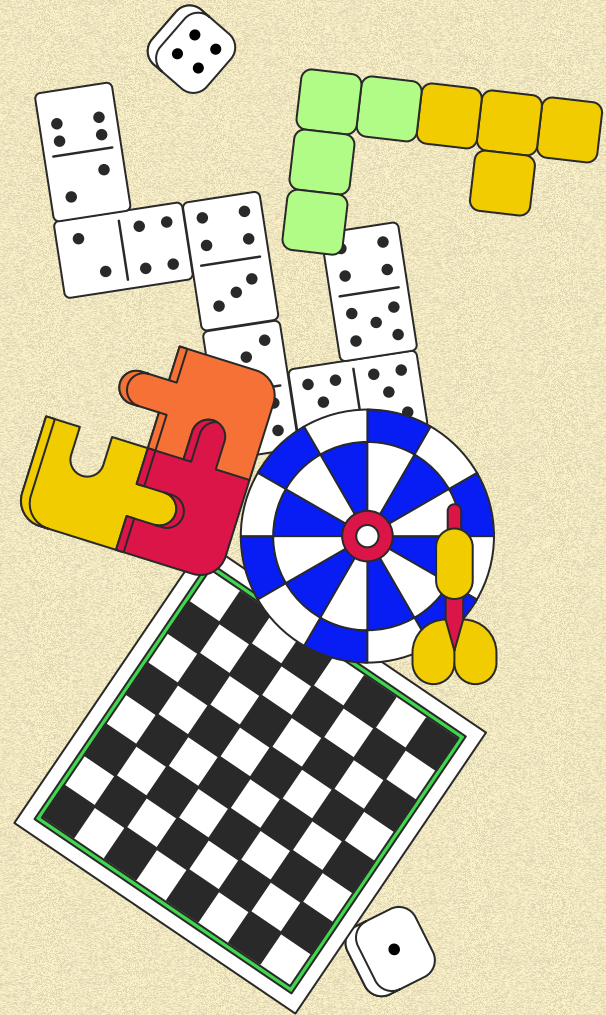How did that feel? Can you relate it to other experiences?

Classroom Rules

What rules are there in our class that we might not be aware of?

International Students

Why is this group impacted more by the hidden culture? What can we do to help?

We'll see you after this break!
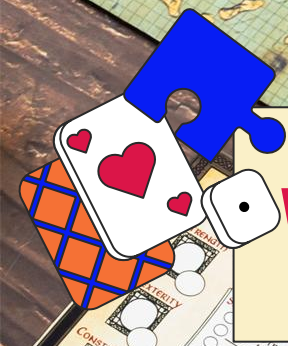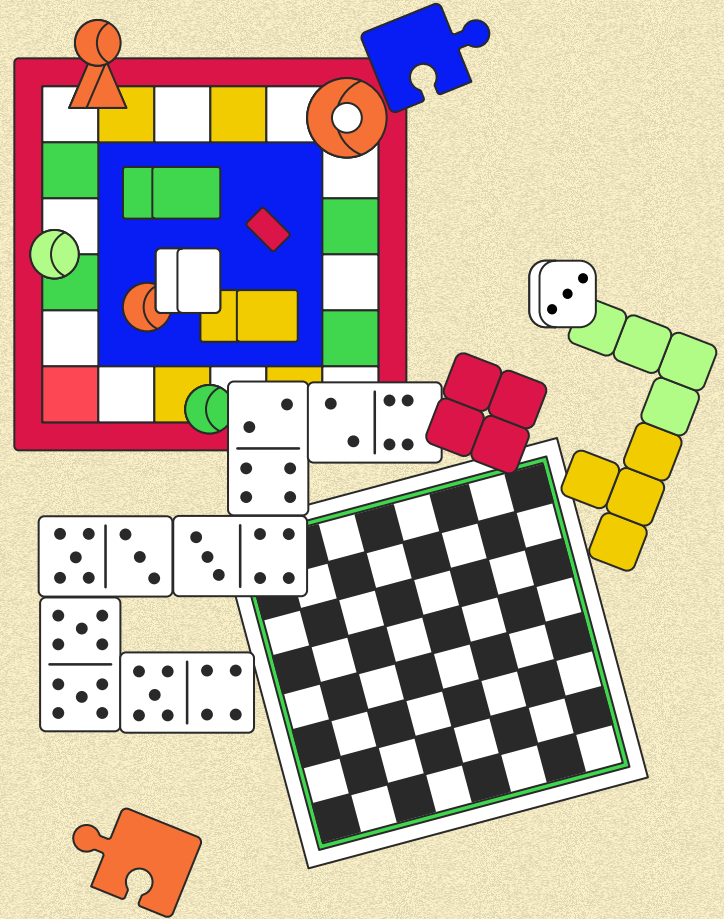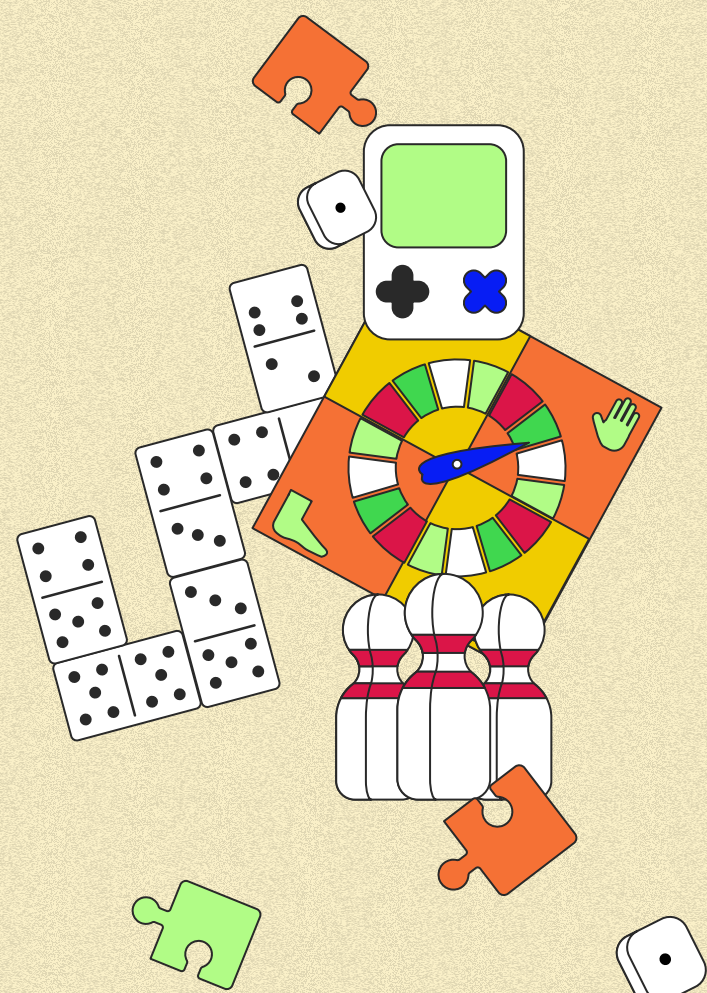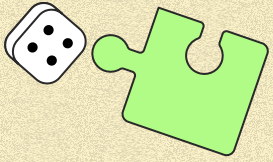
05

Cooperation
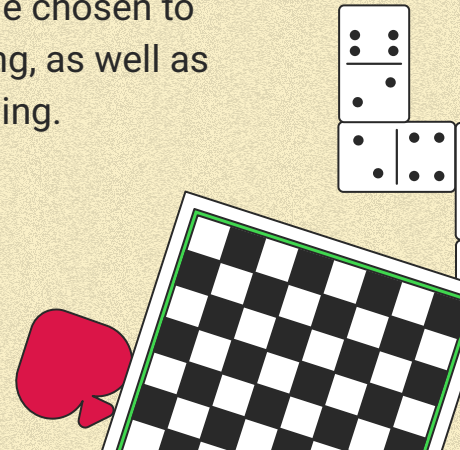in Learning

Section Learning Goals:

- Explore how teaching approaches impact learning.
- Observe the importance of of cooperation in learning.
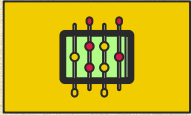- Discuss the role of structure in course design.

The Crew

A cooperative trick-taking game chosen to highlight cooperation in learning, as well as concept and structure in teaching.
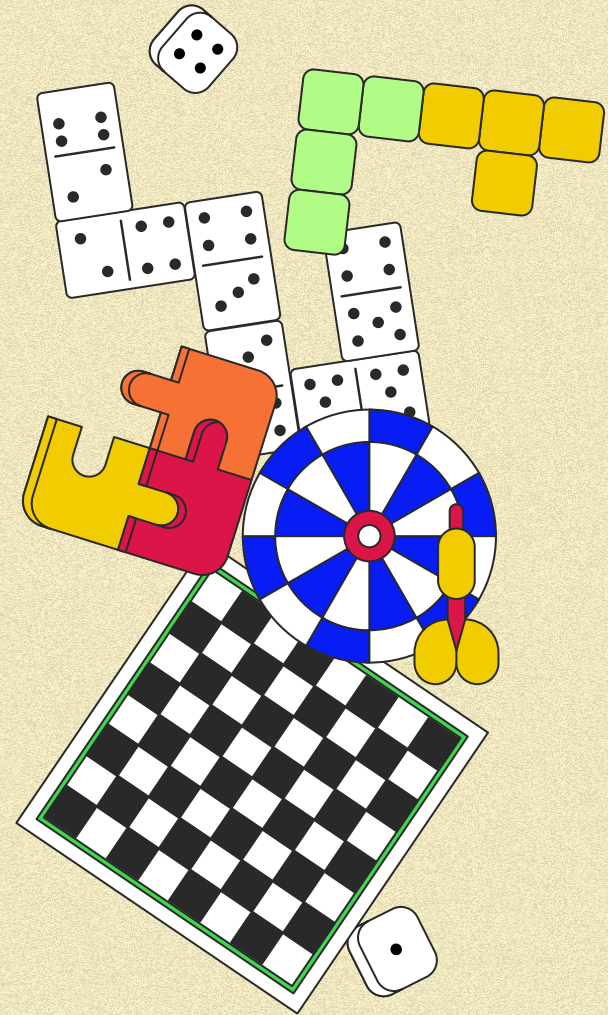
Discussion

Structure of Approach

Why do you think we chose this structure to introduce this activity? What alternatives were there? Why is structure important?
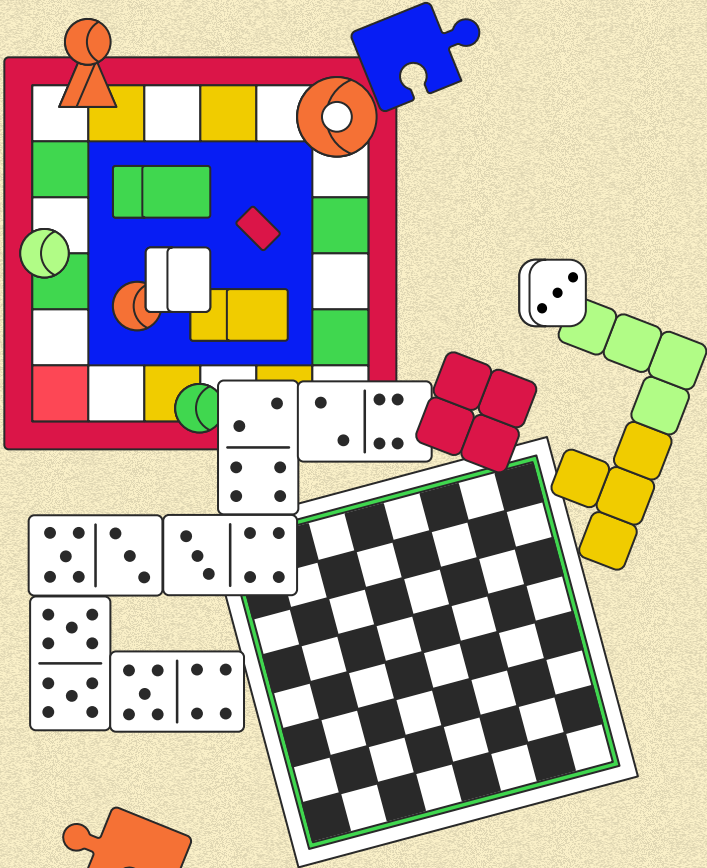
Cooperative Learning

Was it easier to learn this game in your group? Could you have done it on your own, and if so, how would it have been different?

06

Conclusions

Workshop Summary Discussion

Culture

How important is culture in learning?

Cooperation

What value does cooperation bring to students?

UbD

Does designing a course from the outcomes really matter? Is it worth it?

Role Reversal

Is role-reversal an effective means of faculty development in teaching?
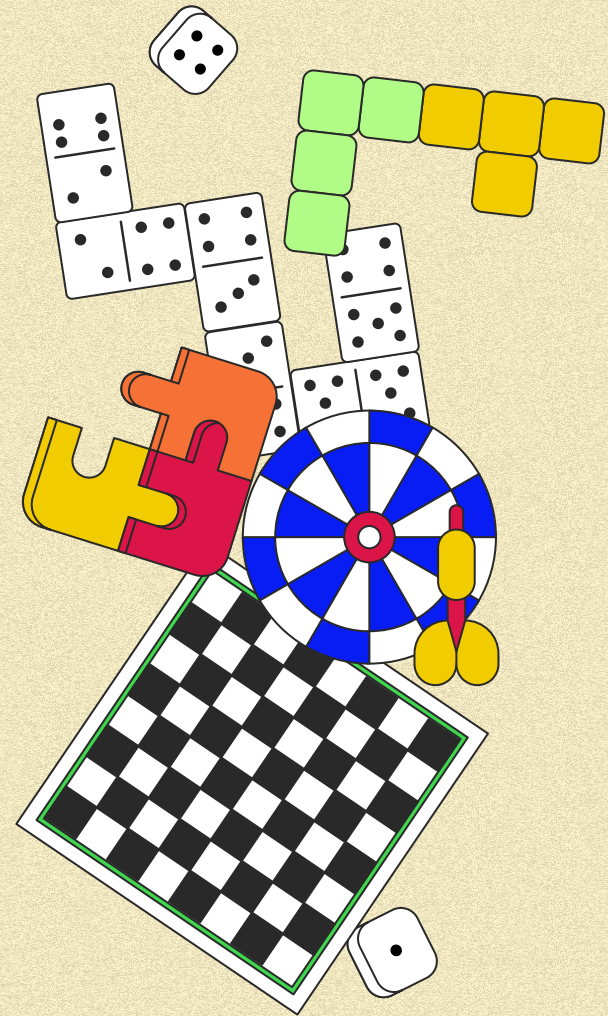
Thanks!

We'd Love Your Feedback

http://www.drpeterjamieson.com/LETS_PLAY/

jamiespa@miamioh.edu rapose@miamioh.edu

Bibliographical references

Wiggins, G. P., & McTighe, J. (2005). Understanding by design.

Lang, J. M. (2021). Small teaching: Everyday lessons from the science of learning.