

WIP - Let's Play - Improving our Teaching by Reversing Roles and being a Learner with Board Games

subtitle: the long boring slide

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LET'S PLAY

ABOUT 2022/23 PLC RESOURCES RESEARCH

Faculty Learning Community 2022-23

The beginning



This was the first group that took the ideas of reversing roles and being a learner in the classroom to the next level. This Faculty Learning Community (FLC) was formed in 2022-23 to explore the use of board games in the classroom. Those games included...

In individual teaching of games with other members of the group members in 2022-23 included in alphabetical order:

- Member Juan Carlos Albarran from the Department of Computer Science and Information Systems
- Member and Facilitator Peter Jamieson from the Department of Educational Leadership and Instructional Technology
- Member Claire McLeod from the Department of Geography and Environmental Studies
- Member Brady Nash from the Department of Teaching and Learning
- Member Gabe Rousseau from the Department of Philosophy and Religious Studies
- Member and Facilitator Eric Rapos from the Department of Computer Science and Information Systems
- Member Mark Sidebottom from the Department of Mathematics
- Member Bryan Smucker from the Department of Statistics
- Member John Williams from Miami Libraries in the Makerspace

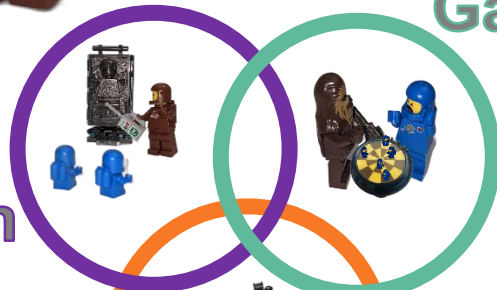
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About Me



Education

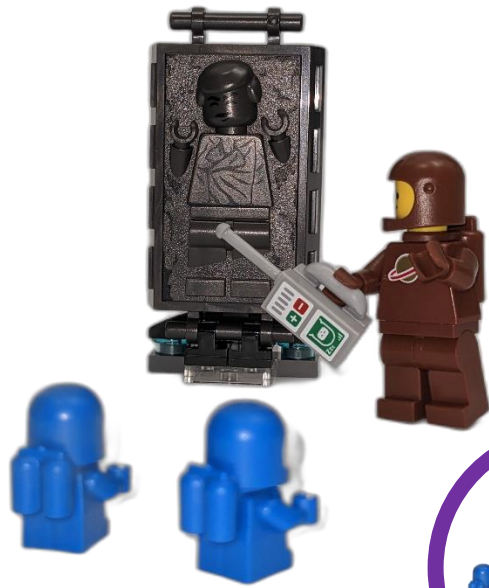


Games



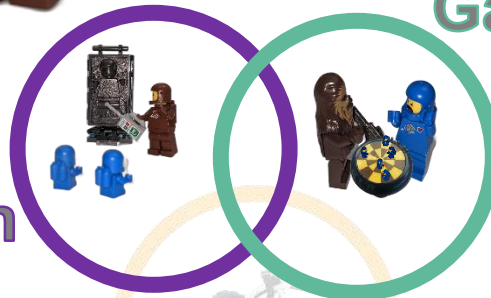
Computer Engineering





Games

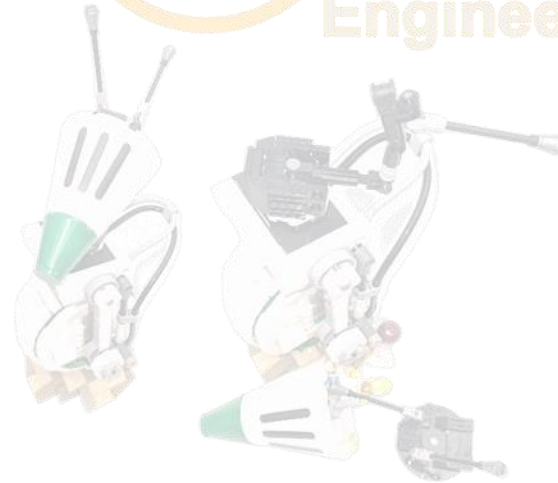
Education



About Me



Computer Engineering





How can we help teachers improve their teaching?



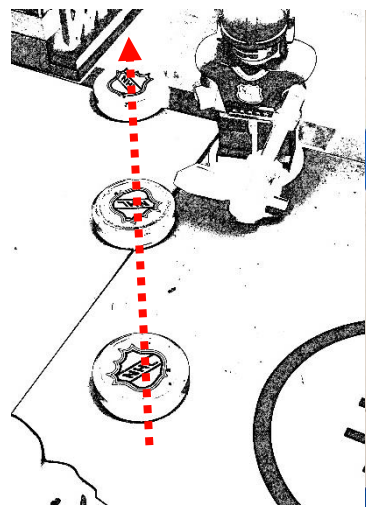
Games?



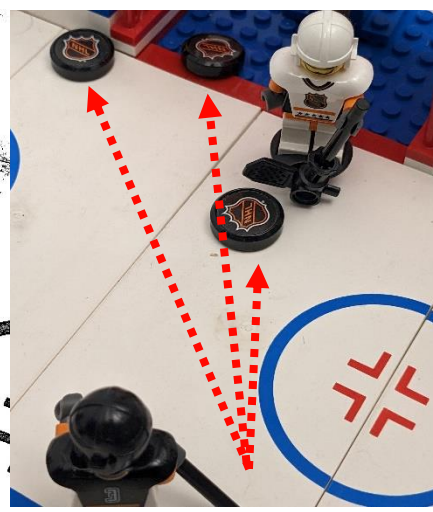
Role-reversal



Learning Objective



Practice



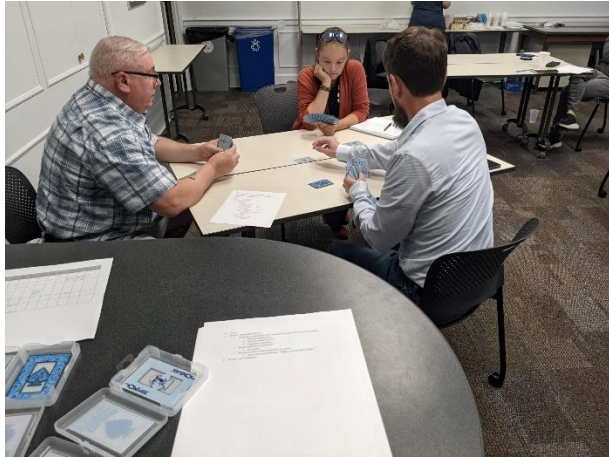
Assessment



Structured Learning Activities



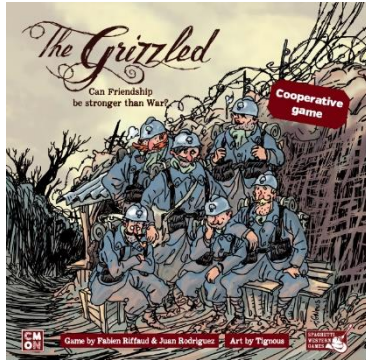
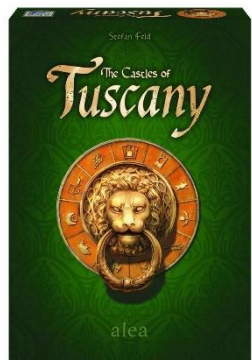
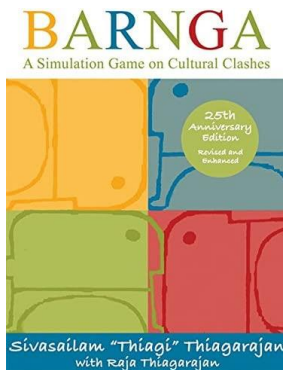
Let's Play: Improved Instruction through Re-Experiencing Learning using Tabletop Games



- 2022/23 FLC – Faculty Learning Community
- 2 Facilitators and 9 Participants
- 5 sessions per semester; full year
- Typical Session:
 - We Teach a Game
 - Everyone Plays the Game
 - Discussion of Relevant Content
 - Eat!



The Games/Sessions



1. Quoridor – Technical Vocab, Filtering what is taught
2. Trick Taking – Competition while learning
3. The Crew – Cooperation while learning
4. Barnnga – The hidden culture of the classroom
5. Dominion – Managing a system
6. Castles of Tuscany – Complexity
7. Grizzled – Games to teach concepts
8. Teach a game and get critiqued
9. Teach a game and get critiqued
10. Teach a game and get critiqued



Qualitative Research Questions

- How do teachers describe their experiences of role-reversal in terms of their teaching skills?
- How can role-reversal experiences inform teacher-educator practice?
- What similarities exist in the self-reflections of educators who experience role-reversal?
- What are the long-term impacts of re-experiencing learning through role-reversal on the self-reflections of educators?



Early Results - WIP

Data Collected!
Still Encoding!!



Participant	Percentage Improvement After Intervention		
	Interesting Activities	Goal Aligned Activities	Professor Empathizes
1	0.54%	-0.68%	-1.11%
2	-6.85%	-10.16%	-5.89%
3	1.79%	1.79%	9.76%
4	6.79%	4.01%	7.02%
5	2.94%	-2.22%	1.92%



Let's Play: CEC Faculty Development

- 2023-24 Faculty Development in



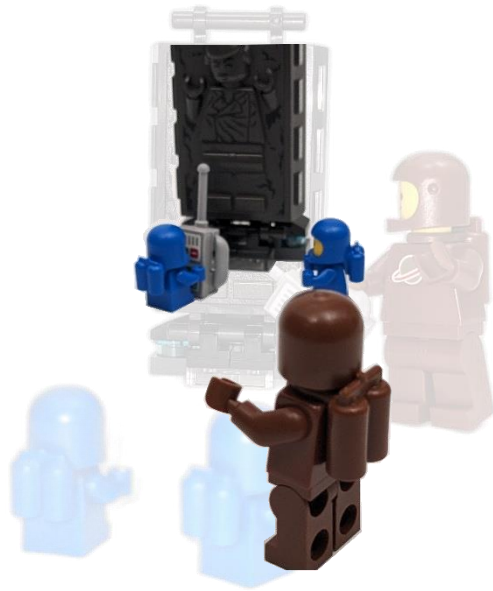
- 2 Facilitators and 6 Participants
- 5 sessions per semester for full year
- Similar approach as FLC

- Funded to Eat!





Faculty




Improve Teaching

LET'S PLAY

ABOUT 2022/23 FLC RESOURCES RESEARCH

Faculty Learning Community 2022-23

The beginning



This is the first step that took the ideas on board and the first teaching insight that came from this.

The Faculty Learning Community (FLC) was established in 2022-23 to explore the use of games in teaching and learning. The FLC members are:

- Member **Juan Carlos Albarran** from the Department of Computer Science and Software Engineering
- Member and Facilitator **Peter Jamieson** from the Department of Educational Studies
- Member **Claire McLeod** from the Department of Geography
- Member **Brady Nash** from the Department of Teaching and Learning
- Member **Casey Poulakos** from the Department of Philosophy
- Member and Facilitator **Eric Raposo** from the Department of Computer Science and Software Engineering
- Member **Mark Sidelbottom** from the Department of Mathematics
- Member **Bryan Struckler** from the Department of Statistics
- Member **John Williams** from Miami Libraries in the Makerspace

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With Games!!!