

Andrews University Teaching and Learning Conference 2017 Proposal

Session Type: 50 minute

Abstract

Games are not just for extracurricular activities to do with your friends. Games can be used effectively as a way to assist learners in better understanding the materials for the course. Games uses a part of our brain that has been known to help us remember key components of concepts and theories.

Learning Outcomes:

1. Participants will be able to evaluate their course to see if gamifying would enhance their course.
2. Participants will be able to devise a game for a course

Presentation Plan:

Discussion: Ask the group how many of them play games during their personal time? How many have played games for educational purposes? How many have used games to teach a concept(s)?

Demonstration: A presentation on gamification in education. Then I would present the following scenario to the group:

You are a brand new teacher or you have just been asked to be an instructional designer for a course that is online for 1-credit. The course is in the past has just been a read/memorize terms and take an exam. However, the student opinion of surveys rates this class very low and students are dissatisfied. You have heard of gamification. What should you do?

Have them get into groups and develop a gamification plan to enhance the learning in this course.

Innovation: Each group briefly share their plan and the pros and cons of the plan.

Wrap up: I will show some of the tools that I use for gamification