



Symposium on Educational Excellence 2023

Gameplay for learning: what, how and why

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Participants will play games and I will debrief the game with them. This will be a highly interactive session.

Abstract

This session is focused on participants developing skills that use gameplay to learn 'soft' skills such as leadership, emotional intelligence, perspective change, etc.

Objectives:

- Explore the differences between gameplay for learning and gamification
- Use gameplay for learning in ways that meet objectives and create memorable learning
- Recognize the importance of facilitation and asking powerful questions to lock in the learning of gameplay

In this session participants will play some short games and see how I ask questions to facilitate learning based on those games.

Session outline:

- Gameplay for learning vs gamification
 - Using Mentimeter, I will lead a discussion on the differences/similarities between gameplay for learning and gamification. I will give them my definition.

- Play games
 - Depending on room set up and number of people, I will have 3-4 short games available to play. This can include commercial games (Hanabi, The Hive) and noncommercial games (children's puzzles, Cup stacking, Bizz-Bang-Pop)
- Debrief games
 - Debrief with the groups giving examples of topics that could be taught with this game
 - Highlight the important of facilitation and asking powerful questions
- Advantages/Disadvantages
 - Share my learnings

Learning Objectives

1. Explore the differences between gameplay for learning and gamification
2. Use gameplay for learning in ways that meet objective and create memorable learning
3. Recognize the importance of facilitation and asking powerful questions to lock in the learning from gameplay