Building Connections Through Play

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Word Guessing Game

1. Find a partner
2. Player 1 = card holder/clue giver
3. Player 2 = the guesser
4. Player 1 offers "1-2 word clues" or synonyms to the guesser about the word on the card
5. Player 2 tries to guess the word on the card
6. One minute to guess as many words as possible
7. Trade card stacks with neighboring team
8. Players switch roles and repeat
9. NOTE: clues must only be 1 or 2 words AND no charades

Debrief: What happened during the game? How did you feel while playing? How did you do? What was difficult/easy?

Where are we heading?

→ Definitions: Games vs. Gamification

→ Why Games?

→ I. Games for One-shot or Multi-session Instruction

→ II. Role Playing Games in Education

Mentimeter

"The onus is on instructors to spark student enthusiasm for learning..."

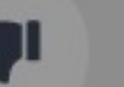"No matter what we try to convey, if students aren't listening, instructors are not being effective!"

– Smith 3, 6

Gamification: "game design elements in a non-game context" (points, badges & leaderboards) (qtd. in Spina, 63)

Game Based Learning: a game learning experience designed for specific learning outcomes

"Games lend themselves particularly well to library instruction because they emphasize continual improvement of skills, and library instruction focuses on processes and skills more than on content."

– Broussard 30
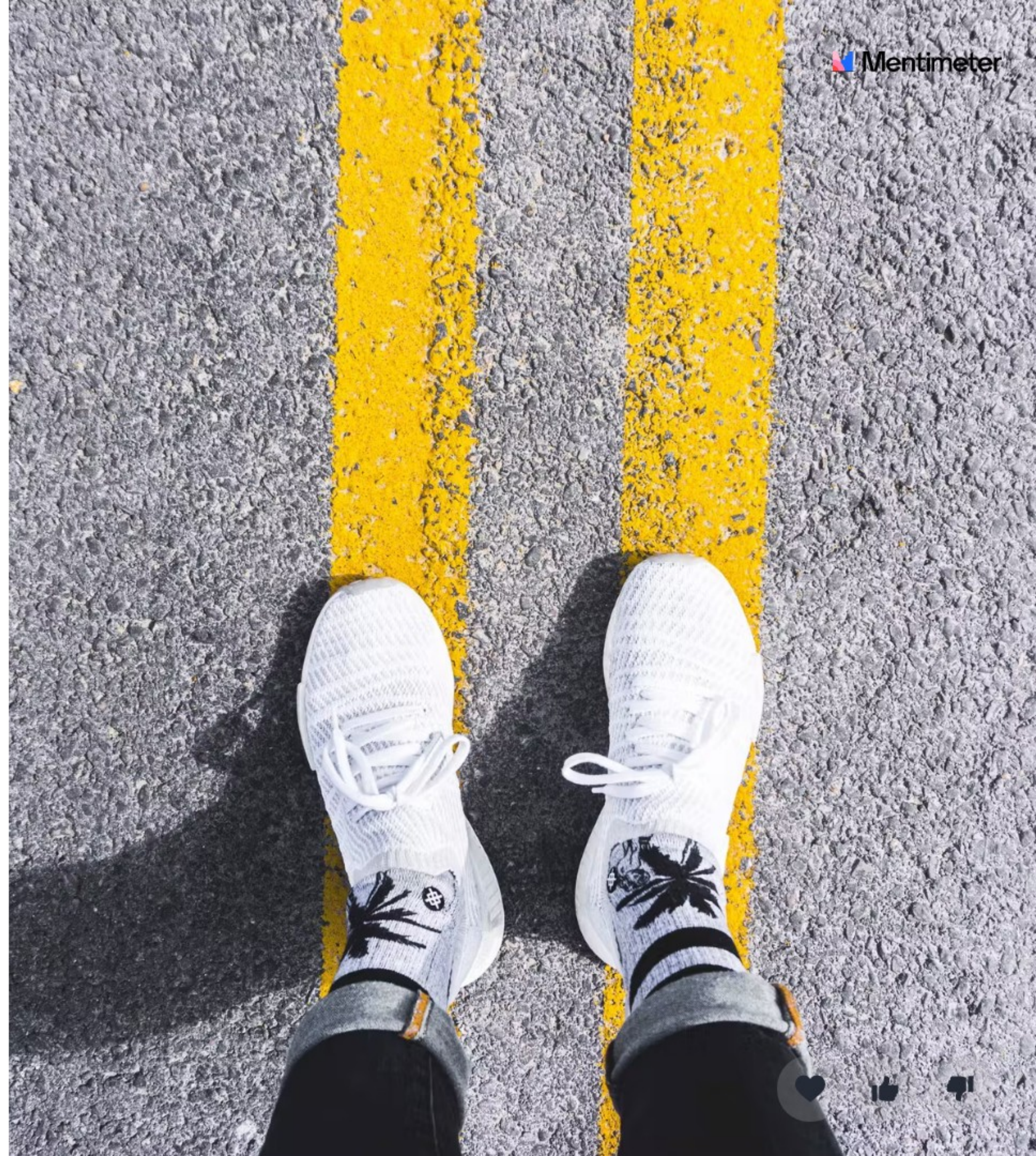
"Games demand action, have specific rules and objectives and provide lots of interactivity."

"The immersive learning environment of learning games is also a 'safe to fail' environment..."

– Krutkowski 235

Game
(learning
experience)

Keyword
Worksheet
(practice)

In Class Searching
(application)

Reflection
Worksheet
(metacognition)

Jeopardy Game
(review)

Annotated
Bibliography
(faculty/librarian
feedback)

Final Project with
Works Cited

Games as Part of ENG105 Scaffolded Documented Argument Assignment

PART II

Role Playing Games for Education

Reacting to the Past
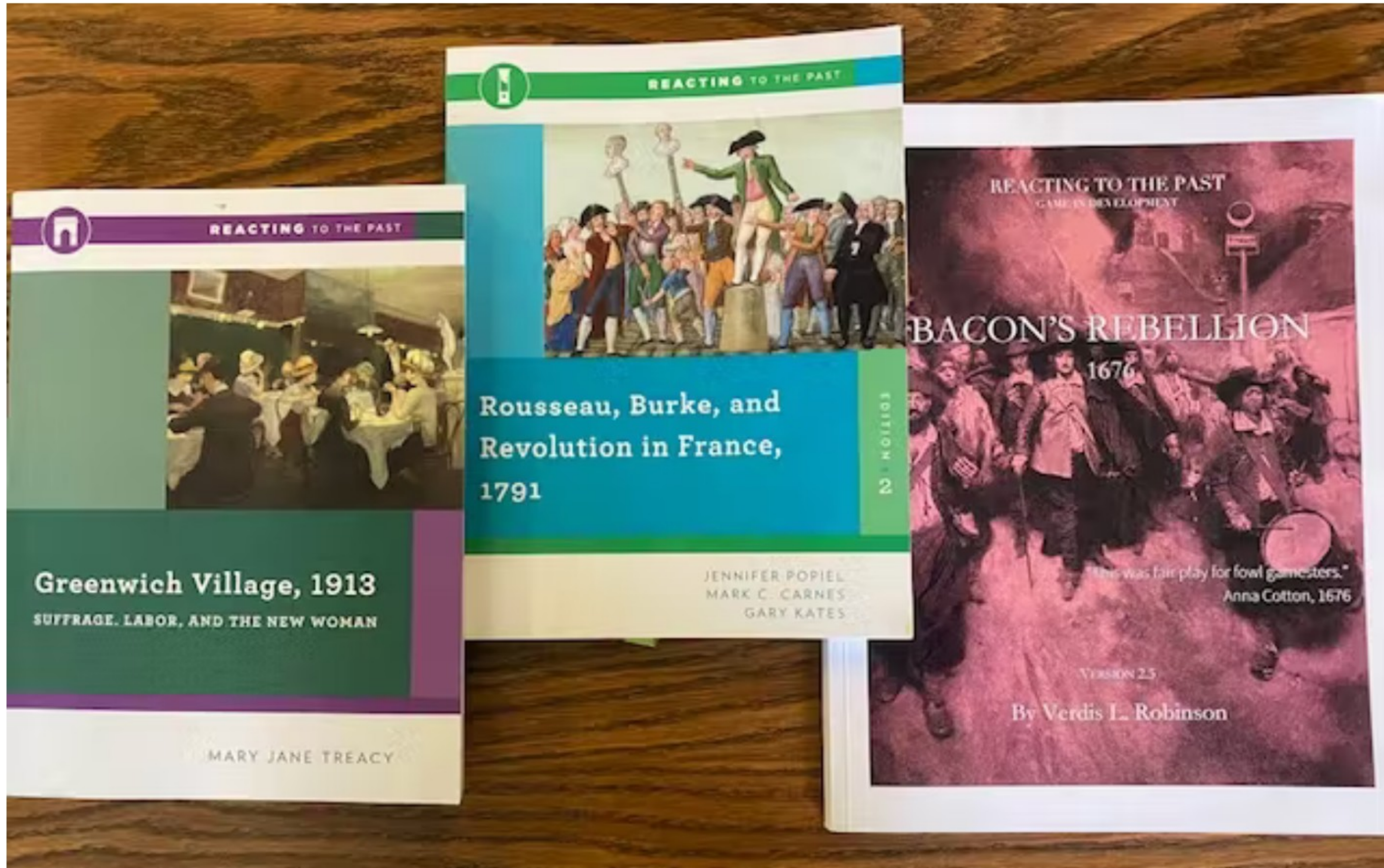
COMPLETED GAMES (TWO ON LEFT) PUBLISHED BY W.W. NORTON & COMPANY

ACRL Framework and Role Playing Games

| Frame	Knowledge Practice	Activity
Scholarship as Conversation	Citing work of others (primary/secondary sources)	Speeches & written assignments
	Recognize that a scholarly work may not represent the only perspective	Debate; discussion
Research as Inquiry	Formulate questions for research based on conflicting ideas/information	Researching multiple sides of an issue
	Synthesizing ideas	Finding solutions to differing opinions; compromise
	Use various research methods	Engage with historical documents/essays, game characters, secondary sources
Searching as Strategic Exploration	Determine what you need to know and how to meet that information need	Game strategy – try to meet team & individual goals

Rousseau, Burke, and Revolution in France, 1791

Reacting to the Past Duel; January 2022

Lessons Learned

→ Apply the Framework

→ Keep it simple

→ Build relationships

→ Be yourself
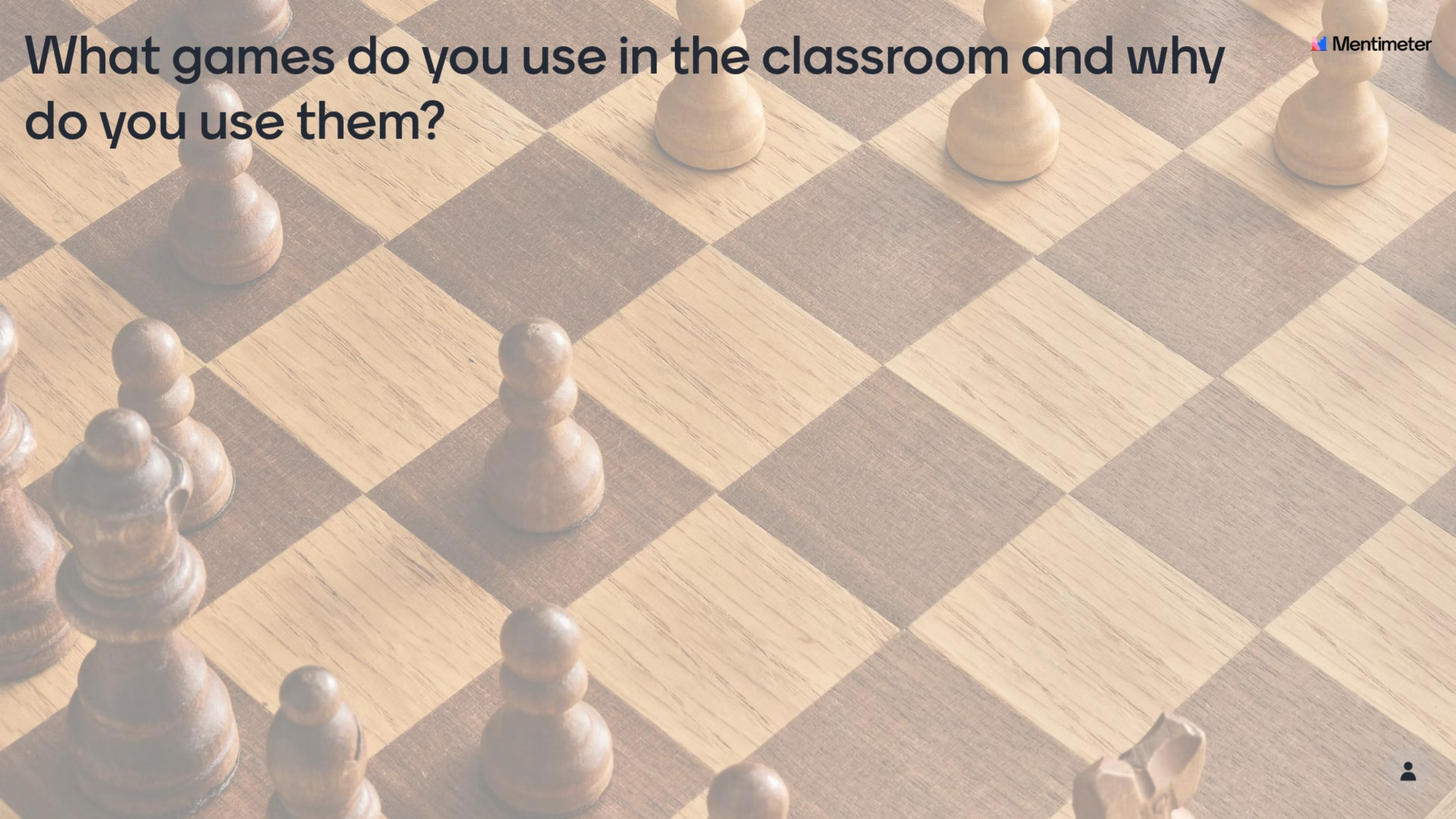
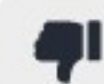What games do you use in the classroom and why do you use them?

QUESTIONS?

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Works Cited

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Krutkowski, Sebastian. "A Strengths-Based Approach to Widening Participation in Students in Higher Education." *Reference Services Review*, vol. 45, no. 2, 2017, pp.227-241. https://doi.org/10.1108/RSR-10-2016-0070

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Images

Slides 4, 10, 12, 13 by Sherry Matis

Slide 18 Game Over image by Gerd Altmann from Pixabay

All other images provided by Mentimeter

Link to Presentation Slides, Works Cited & Further Reading