LEARNING WITH PLAY
TEACHING WITH GAMES

CHRIS HEADLEAND
WATCHING THIS PRESENTATION

RATHER THAN SCREEN SHARING I AM GOING TO TRY PRESENTING DIRECTLY THROUGH THE “TEAMS CAMERA” VIEW. BUT TO DO THAT I NEED YOU TO DO THE FOLLOWING.

1. TURN OFF YOUR VIDEO
2. RIGHT CLICK ON MY VIDEO AND PRESS “FIT TO FRAME”
WHAT IS THE DIFFERENCE BETWEEN PLAY AND GAMES?

• PLAY - TO ACT IN A MANNER SUCH THAT ONE HAS FUN; TO ENGAGE IN ACTIVITIES EXPRESSLY FOR THE PURPOSE OF RECREATION OR ENTERTAINMENT.

• GAME - A PHYSICAL OR MENTAL CONTEST CONDUCTED ACCORDING TO RULES WITH THE PARTICIPANTS IN DIRECT OPPOSITION TO EACH OTHER.
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   - Doesn't need to be a competition
   - Doesn't need to be recreational
THINGS WE COULD DISCUSS

GAMIFICATION
Using the typical elements of a game such as scoring, competition, leader boards, towards other areas of activity.
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BRAIN TRAINING
Using games to train specific cognitive abilities, opinions on the benefits are split with very little evidence that they provide real benefit.
THREE AREAS BEING EXPLORED

ENGAGEMENT

USING GAMES TO HELP MAINTAIN STUDENT ENGAGEMENT. LONG HISTORY OF USING VIDEO FOR SIMILAR APPLICATIONS.
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Using games to help maintain student engagement. Long history of using video for similar applications.

TRANSITION
Using games to aid student transition and acclimatisation into new institutions and environments.
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**PASTORAL**
Using games to engage with and support student wellbeing. A relatively new application.
ENGAGEMENT / STAR IN VR

- Strengthen the Learning Community.
- A “credit reel” for lectures.
- Highlights the broader work of the university and our colleagues.
- The format holds engagement.
- Some success stories.
TRANSITION / LINCOLN ISLAND

- A game interpretation of the Lincoln Brayford Campus.
- All walkways and buildings are perfectly mapped.
- You can navigate and tour Lincoln.
- Meet some friendly faces!
Pastoral support during a video games broadcast.
The game acts as a visual hook to hold engagement through discussion.
Significant participation – engages a broad spectrum of students.
NEED SOME INSPIRATION?

- Interested in using video games in your teaching and learning activities?
- We have built a random idea generator.
- It generates some silly ideas for inspiration.
- Based on the ideation and innovation management research domains.
THANK YOU FOR COMING ALONG!

QUESTIONS?