

LEARNING WITH PLAY TEACHING WITH GAMES

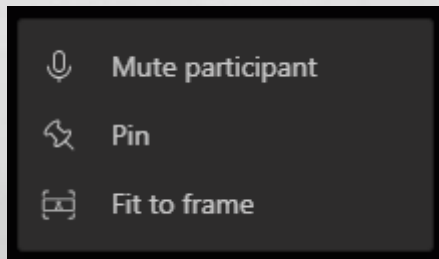
CHRIS HEADLEAND



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 recreational

THINGS WE COULD DISCUSS

GAMIFICATION

**USING THE TYPICAL ELEMENTS OF A GAME
SUCH AS SCORING, COMPETITION, LEADER
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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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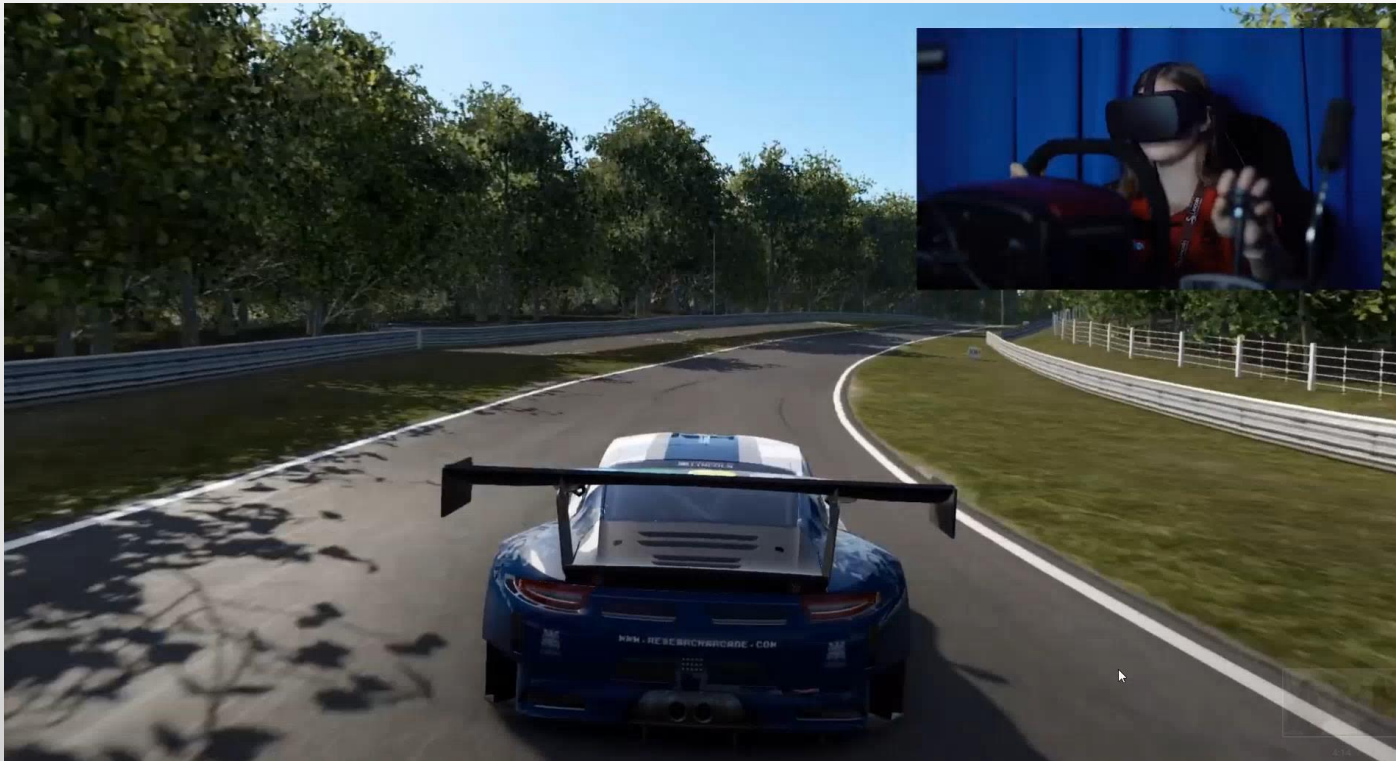


PASTORAL

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 / VIDEO GAMES STREAMING



- **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?

Gamified Learning Idea Generator

Search ...

Recent Posts

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- Gamified Learning Idea Generator

Recent Comments

- Chris on Improving the Audio in your Learning Materials
- Gary Wood on Improving the Audio in your Learning Materials
- Faraz on Filming Learning Materials
- Nina walker on Gamified Learning Idea Generator
- Chris on Improving the Audio in your Learning Materials

Tweets by @ChrisHeadleand

Dr Chris Headleand @ChrisHeadleand

Replying to @ChrisHeadleand

Basically... without XSport, I don't think there would have been any Ogwen Publishing, no Picseica, and certainly no 'Dr' Chris Headleand... So its nice to look back on this project and remember quite how much it taught me. Aim high; value your network; learn constantly (13/13)

A cooperative game for brainstorming with another discipline

Spin

Gamified Learning Learning Design Pastoral Gaming

Chris - June 28, 2020

I talk a lot about the opportunities of using video games in education. In these conversations people are usually really excited about giving it a go, but are often put off by the first hurdle – specifically what type of game they should use, and where they should apply it.

To help with this myself and Ben Williams have generated this [Gamified Learning Idea Generator](#). Simply click visit the link, click "spin" and the app will generate a random idea for gamified learning. There are 16250 possible idea permutations it can generate, and we are going to add more to the database over time.

Lego for pastoral engagement on the VLE

Spin

The Gamified Learning Idea Generator – Click the image to use!

- Interested in using video games in your teaching and learning activities?
- We have build 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?

