Beyond the Podium
Friday, September 25, 2015

What Can Gaming Do For Your Course?
Discussion Leader: Dr. Chris Mortensen

Example: Introduction to Equine Science
- Friday = game day
- M W = learning activities
- Lectures are online

Board Games
Support knowledge-level learning

- Jenga (questions are written on blocks)
- Taboo
- Cards from which students draw
- Each card has a word with 5 words you can't use to describe the world
- Catchphrase
- Heads up played with cards
  - Dr. Mortensen used PPT to make his cards
- You don't know Jack
- Family Feud
- Seen it (words from pictures)
- Quizbowl games (buzzers from Amazon $40.00 each)

Games are combined with “flipped” model
Average course grades have gone up 4 - 8% from face to face before flip
Flipped classroom is around 80% attendance

In gaming situation they have to think and apply quickly
- Students explain to each other
- Students come prepared so that they don't look stupid
- Less than 10% hate it
- Students start forming friendships
Online Asynchronous

Quia.com = $50.00/year (interface is dated)
Students play one game/week
Students get credit for playing the game each week
Coursera integration

Game types:

- Battleship
- Challenge board
- Cloze
- Columns
- Hangman
- Jumbled words
- Scavenger hunt

Online Synchronous

Dr. Mortensen tried the TopHat Classroom response system which supports “tournaments”
- Students have to pay a license fee
- Can this be a material/supply fee or DL fee (cannot be DL fee unless course is 80% or more online)
- Top scorers get 1 extra point
- Students don't like i>clicker

Civil engineering Jeopardy

Other Game Types

Role Playing:
- Antigone “tweet” assignments (What is the Good Life?)
  - Students are assigned a role in the play and tweet 3 times as that character (using the Canvas Discussion board)
- Global DNA used in WCBA course (Capsim)
  - Amanda Phalin GEB3373 800 students
- CALS course assigns students to negotiate water rights

Scavenger Hunt:
- New York Public Library: Find the Future
- UF’s Zombies vs. Humans has a scavenger hunt component