

Learning to play: Playing to learn

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Games in Learning and Teaching

- What is a game?
- “A competitive activity requiring physical or mental effort with a set of rules where participants compete against one another or themselves to achieve a certain outcome”
- Active learning
- Avoid monotony and help “chunk” material
- Hit multiple learner types (kinaesthetic)
- SEN learners
- “Mitch” who changed my philosophy
- Pedagogical research (Guest et al. 2019; Kozlovskaya, 2021)

Some Popular Misconceptions

- Games are childish
- Games are actually fun
- Don't have the resources
- Space, equipment, human capital, time

Football Shirt Friday

- Game used for multiple purposes
- Encourage attendance
- Teach an economic concept
- Simple game with following rules:
 1. Next slide shows all the soccer jerseys I own
 2. Pick one that you think I'm going to change into

My Jerseys

Table: Football jerseys I own

Jersey	Year	Jersey	Year	Jersey	Year
Argentina	2022	France	2006	Manchester United	2016
Belgium	2020	France	2006	Manchester United	2022
Croatia	2016	Genoa	2021	Manchester United	2023
Denmark	2024	Genoa GK	2022	Netherlands	2014
Dynamo Kyiv	2021	Italy	2020	Paris Saint Germain	2021
England	2018	Japan	2018	Rangers Away	2019
England	2006	Manchester United	2008	Rangers Home	2019
FC Halifax Town	2022	Manchester United	2009	Ukraine	2012

Competitive Balance Game

- Get into pairs (or groups of 2 pairs)
- One member of the group pick up a cup and ball please
- Those unable or unwilling to play - specific instructions
- Our equivalent of cornhole
- Set cup 8-10 feet away, alternate turns and try get the ball in the cup
- First to 5 wins, or highest score after 3 minutes
- When finished - record your score and time of game
- Teach the concept with a question
- I then move towards more “traditional” explanations

Hints and Tips

- Focus on the concept not the game
- Avoid forcing certain games to concepts
- Keep it simple
- Long winded rules are like long winded lectures
- You will create a bad game at some point
- Broader ideas
- Congruity and marketing (general business)
- How blood flows through your body (Human biology)

Instructions

- If we've reached this slide with 10 minutes remaining...
- I have kept to time
- Could you break into groups of 4-8
- In your groups try brainstorm a game(s)
- Outline the concept you want to teach
- Provide simple instructions for the game
- Perhaps play it out/see how it works
- Review the game, has it potential to be a success?

Conclusions and Feedback

- Your ideas may help inspire others
- Can one person forward your game/information to: jrewilak@mailbox.sc.edu
- (These can be photos of your notes)
- Scan the QR code to provide your email address
- I will disseminate the ideas to all those interested