Come on Down!: Gaming in the Flipped Classroom

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Why Gaming?
Research says...

- Benefits of gaming in the classroom is heavily documented in the literature.
  - Cognitive, social, emotional, motivational benefits (Granic, I., Lobel, A., & Engels, M.E., 2014)
  - “Can engage players to learn...and can stimulate players’ ability to think and create meaning.”
    - (Jabbar & Felicia, 2015; Dickey, 2005; Whitton, 2011; Ermi & Mayra, 2005)
“Video games by their very nature require students to be actively engaged. This engagement increases students’ interactions with content and, in many instances, with each other.”

-Del Siegle, 2015
1. Beyond Google: A Credit Course

A bit of context
Beyond Google

◎ Credit Course (1 credit)
  ◦ 7 weeks
  ◦ Point-based class
    ◦ “Buffet-style” learning
  ◦ Flipped classroom environment
    ◦ Limited lecture
    ◦ Focus on high student engagement
  ◦ Gaming a big component of course
Learning Types
Different Learning Types

- Not learning types in traditional sense
- Gaming that caters to:
  - Individual learning
  - Group learning
  - Peer-to-peer learning
Gaming Types
General Criteria

- Affordability
- Easy-to-use
- Speed
  - Quick to create
Kahoot

 Basics
 ○ Game show atmosphere with multiple choice
 ○ Played from multiple platforms (BYOD)
 ○ In class gaming experience

 Assessment
 ○ Large group formative assessment
   ○ Follow-up teaching moments
 ○ Potential for summative assessment

 Highest level of student engagement
Roughly how many results can you actually see in Google?

16

0 Answers

1,000

All of them, silly!

50

500

PIN: 315651

Kahoot Demo
Quizlet

◎ Basics
  ○ Out of class (Individual) gaming experience
  ○ Pre-loaded terms and “definitions”

◎ Benefits
  ○ Students come to class more prepared
  ○ Increased test scores

◎ Drawbacks
  ○ Limited flexibility with pre-loaded terms

◎ Assessment
  ○ Mastery learning capability
  ○ Summative assessment capability
Quizlet Demo
Team Challenge

Basics
- In class gaming experience
- Each group given same question and race to correct answer
  - Example:

Group and/or peer-to-peer learning
- Instructor created groups

Encountered challenges
- Know your audience
- Modified version

Formative assessment
Different Applications
Applications for Other Settings

Different Types of Libraries
- Academic
- School Libraries
- Public

Beyond the library (and into the classroom)
- Embedded across the curriculum

All ages
- Know your audience
  - Team Challenge
- Quizlet
- Kahoot (All ages)
Concrete Examples

◎ Introducing new concepts to a group
◎ Reviewing concepts with a group
◎ Group work (Team Challenge)
  ○ One shots; hands on working session after content been introduced
◎ Mastery learning of key concepts for classroom teacher (Quizlet)
  ○ Embedded in classroom
◎ Gaming toolkit for campus

Any additional ideas?
Thank you!

Any questions?

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Credits


Credits


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