Come on Down!: Gaming in the Flipped Classroom

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Why Gaming?
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
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?

1. 1,000
2. All of them, silly!
3. 50
4. 500

Pin: 315651
Q1

Angie
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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
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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