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 Answers

1,000

All of them, silly!

50

500

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

- Techniques and equipment used for current experiment.
- Articles that have been viewed by other scholars to determine if it is worthy of publication.
- Introduction
- Methods
- Peer-reviewed articles
- Abstract, Introduction, Conclusion
- Review that cites what past experiments have discovered that is relevant to the new research.
- Discussion
- Referenced articles
- Summary
- Yellow button that provides full access to articles

Retrieves words such as education, educated, educating.
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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