

# Virtual Game Method in Higher Education

Training session II

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# General agenda

- I. How to prepare a teaching process with the use of games
- II. How to organize a teaching process with the use of games
- III. What can go wrong during gaming? How to be prepared for (un)expected problems



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***Game Method in Higher Education***  
***2014-1-PL01-KA203-003548***

# I. How to prepare a teaching process with the use of games (1)

## Scenario of the game (original vs pre-defined)

Feature	Pre-defined scenarios	Original scenarios
Nature of scenario	General	Customised
Game parameters	Repeatedly tested, hence close to optimum values	Individually determined, hence possible errors
Time investment	None for the trainer, all preparation is done by the supplier	Very time-consuming for the trainer
Cost of preparation	None for the trainer, all costs lie with the supplier	Very high cost for the trainer
Cost of playing a game	Licence fees for the supplier	None for the trainer



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# I. How to prepare a teaching process with the use of games (2)

Coherent decisions to be made:

- Level of education
- Type of course
- Number of students in one team
- Number of teams in one game
- Number of decision rounds
- Level of game difficulty



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# I. How to prepare a teaching process with the use of games (3)

Level of education:

- Bachelor
- Master
- Life-long learning



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# I. How to prepare a teaching process with the use of games (4)

## Type of course

- Traditional face-to-face course
- E-learnign course
- Topic of the course
- Game as a part of the course or the separate course



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# I. How to prepare a teaching process with the use of games (5)

Number of students in one team is pre-defined in the game scenario but can be changed:

- The problem of *free riders*
- The problem of effective team work
- Influence on the level of difficulty
- Effective collaboration between students and teacher



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# I. How to prepare a teaching process with the use of games (6)

Number of teams in one game is pre-defined in the game scenario but can be changed:

- Competition among teams



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# I. How to prepare a teaching process with the use of games (7)

Number of decision rounds is pre-defined in the game scenario but can be changed by:

- Cutting some decision rounds



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# I. How to prepare a teaching process with the use of games (8)

Level of game difficulty is pre-defined in the game scenario but can be changed by:

- Adding new tasks (presentations, discussions etc.)
- Cutting some decision rounds



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# I. How to prepare a teaching process with the use of games (9)

Teachers have to be experts in the game



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# II. How to organize the teaching process with the use of games (1)

Teaching objectives:

- Skills and competences (team work, decision making skills, analitic skills)
- Knowledge on particular topics



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# II. How to organize the teaching process with the use of games (2)

## Teaching agreement with students

- Students should be aware of aims of the gaming
- Students should accept rules of gaming and the assessment of it



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# II. How to organize the teaching process with the use of games (3)

Information given to students

- The more information the easier game and less involvement of students
- The risk of „clicking” based on the instruction instead of playing
- The risk of misunderstanding the game rules
- The balance



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# II. How to organize the teaching process with the use of games (4)

Team building rules, how to divide students into teams:

- Based on competences (competence test before playing)
- Based on experience and education
- Based on the chance

Students' homogeneity or diversity



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# II. How to organize the teaching process with the use of games (5)

Rules of collaboration within each team

- Specify by teacher
- Specify by team members
- The same for all teams or original for each team

Examples of areas:

- Decision making process
- Participation in meetings and in discussion



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# II. How to organize the teaching process with the use of games (6)

Rules of making decisions

- Important to establish before the game to avoid conflicts during playing

Examples:

- Voting
- By majority
- All team members should accept



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# II. How to organize the teaching process with the use of games (7)

Time for making decision for one decision round:

- Strick time and deadlines of closing decision rounds
- Flexible time based on the students' progress



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# II. How to organize the teaching process with the use of games (8)

Assesment of students' activity:

- Based on the game results – competition among students
- Based on students' involvement
- Additional assesment criteria (for example presentations)



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# III. What can go wrong during gaming? How to be prepared for (un)expected problems (1)

Three types of problems during a game :

- Technical problems,
- Content-related problems connected with an inadequate understanding of the results of the game by the participants,
- Problems with playing the game resulting from an inadequate knowledge of the rules and principles of the game of the participants.



# III. What can go wrong during gaming? How to be prepared for (un)expected problems (2)

Technical problems related to the game software or access to the game:

- Technical problems of game supplier
- Technical problems of a player

Examples:

- Access to the Internet
- Access to the game
- Problem with the server at which the game is installed



### III. What can go wrong during gaming? How to be prepared for (un)expected problems (3)

- Content-related problems connected with an inadequate understanding of the results of the game by the students
- Students are unable to understand the results achieved by their virtual enterprises or to identify the causes of their mistakes
- The assistance of teacher in the process of finding mistakes and strategy adoption (teacher as facilitator)



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### III. What can go wrong during gaming? How to be prepared for (un)expected problems (4)

- Problems with playing the game resulting from an inadequate knowledge of the rules and principles of the game of the participants
- The teacher must be very well acquainted with the game itself and its rules
- Example: problems with starting production because of the lack of employed staff

