The Teacher's Role in Game- & Simulation-based Learning

Presenters:

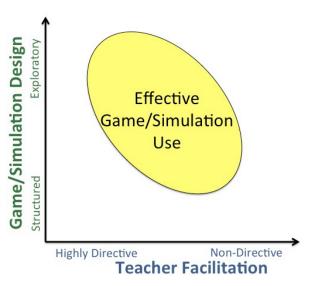
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Session Description:

In this session, we explore how the role of the teacher is envisioned in TESLA, Evidence Game, Data Games, PhET Interactive Simulations and MathSnacks.

Design and Facilitation Relationship:

collective our experience. concluded that one contributing factor to effective use of games and simulations is the correlation between the amount of provided through guidance teacher facilitation and the level of guidance designed into the game or simulation. Over or under directed facilitation can work against the level of structure designed into the game or simulation, resulting in low student engagement and minimal learning.



The Broad Role of the Teacher in Game- and Simulation-based Learning:

Though we focus during this session on the role of the teacher during game and simulation use, the teacher's role spans beyond classroom facilitation. We list below other areas where the teacher role is crucial in game- and simulation-based learning.

In Class Before Use Initiating Use Allow play time Play game Select learning goals Plan when to Discussion with Facilitate Link to prior knowledge Tutorial (if individuals, groups reflection use in curriculum needed) Assess Decide implementation Plan/adapt Teacher Monitor progress learning details Follow-up lesson directions for use · Assess learning Competition or not (if needed) Special needs Ensure activities Self paced or teacher sets goal works Manage behavio Online Support alignmentSample lessonsBonus activities · Video with gameplay tutorial in game with learning goals Possible assessment activities Video with Ideas for various levels of support