Games that teach: Facilitating games as experiential learning activities

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Abstract:
In 21st century learning environments we need new ways to engage students. The Curtin Leadership Centre runs voluntary, co-curricular ‘lectures’ that average over 70 students per session, as well as smaller ‘tutorial’ type sessions that average 20 students per session. Both session types are specifically designed to incorporate a number of interactive teaching games aimed at increasing student participation and active learning. These sessions are consistently rated above 90% satisfaction from students, who often request even more opportunities for interactive games during the sessions. From a facilitator’s perspective, teaching games also provide the opportunity to introduce creativity, innovation and teamwork into the classroom.

In this one hour Festival of Learning workshop, staff will take part in an interactive teaching game, view a showcase of other teaching games, and discuss ways they can embed similar activities in their own classes. The workshop is designed for anyone who wants to increase student engagement, particularly those who feel locked behind the lectern in tiered lecture theatres. Anyone who facilitates lectures or tutorials will benefit from this workshop. No previous knowledge of teaching games or experiential learning is required.

This workshop was also presented at the Teaching and Learning Forum held at Curtin University in January this year.