

Using Simulations and Games in the Classroom

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Let's play a game!

Why Use Simulations

- Variety is necessary for effective teaching
 - Changes the classroom dynamic
 - Alternate method of expression for students
 - Alternate methods of assessment
- Skills development
 - Within and the discipline
 - Experiential, professional
- Critical thinking
 - Accessible pathway to comparing literatures

The bottom line:
students get to be lab rats in their own
experiments.



Identify Teaching Goals

- Substantive knowledge
 - Skills
 - Other Perspectives & Experiences
 - Community
 - Assessment
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- **KISS (at least to start with)**

Consider Trade-Offs

- Covering content vs. exploring it
- Will assessment align with goals?
- Practical constraints – time, space, etc.
- Human subjects
- Contingency plans

Debriefing & Evaluation

- Debriefing:
 - Simulation process and dynamics
 - Strategies used and degree of success
 - Extent of realism

- Evaluation:
 - Participation (by facilitator or peer)
 - Essays or tests linking simulation to content knowledge
 - Points earned through simulation performance

Let's look at some EU-ish games

- Austerity/Two-level game

Power/EP game

- **Objective:** To gain a qualified majority (2/3 of total votes) in agreement on values for Issue 1 and 2. Aim to get values for issues closest to own position (score based on total of differences from own values – lowest score wins).
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- **How to Play:** You have been given information on how many votes you hold and your preferences for two values. You need to find an agreement with the other players on a number for each value, as close to your number as possible. You can share any information you like. There may be others with similar (or identical) values to your own.
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- **Rules:**
 - There are 100 votes and the qualified majority is 67
 - You can appoint a chair
 - Each participant can choose what information to disclose to others
 - The time limit for the game is 45 minutes



Let's play another game!



Tempus

What resources are out there?

<https://sites.google.com/site/howtodosimulationgames/>

<http://activelearningps.wordpress.com/>



Any questions?

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