teach · play · LEARN
An academic conference on
game-based teaching and learning

Keynote Speaker Dr Scott Nicholson
Escape the Routine: Creating Engaging Escape Games for your Classroom.

Escape Rooms have grown in popularity over the last five years, and teachers have looked to replicate these puzzle-based activities in their classrooms. In doing so, however, they have found that there are challenges in using a traditional escape room model in a classroom.   Dr. Scott Nicholson, professor of Game Design at Wilfrid Laurier University in Brantford, Ontario, Canada, and lead author of *Unlocking the Potential of Puzzle-Based Learning* (2021), has explored different structures for escape games that build off of the model of escape rooms but are better for a classroom setting. During this presentation, attendees will learn about these different models and explore a narrative-first approach to the design of these interactive games that avoids the "worksheets and padlocks" model currently prevalent in educational escape room design.

Conference Schedule for Friday, June 25th

9 – 9:10 a.m. Registration, Networking, Technology Check

9:10 – 9:15 a.m. Welcome

9:15 – 10:10 a.m. Keynote: Dr Scott Nicholson

10:15 – 11:05 a.m. Session One

"Digital Badges: Encouraging Engagement with a little competition"
Barbara Spinda, IU South Bend
The use of digital badges in gamified classrooms, as a measure of achievement and tool to encourage engagement, have increased in use in higher education over the last two decades. Digital badges are used in a hybrid online clinical laboratory management course to promote engagement and successful completion of complex assignments. This gamified learning model was piloted in a single class of eleven students in fall 2020. Description of each badge, demonstration of integration into Canvas, and student feedback are provided in this showcase.

11:15 a.m. – 12:05 p.m. Session Two

"Using an Innovative Online Application to Build a Patient's Story Across a Nursing Concept-Based Curriculum"
Nila Reimer, IU Fort Wayne
The purpose of this project is to use innovative teaching strategies in an online application to build a patient's story across a concept-based nursing curriculum for nursing students. The patient's story is presented to students in a video application. Recordings of a real person provided care by nurses meets students' desire for real life-like simulation using technology. Medical images and patient care documents are embedded in the videos. Software that permits branching will permit students to make decisions on nursing care actions provided in embedded quizzes within the videos.

12:05 – 12:45 p.m. Lunch

12:45 – 1:05 p.m. Quick Hits

"The Play's the Thing: Badging in Introduction to Theatre"
Jennifer Lale, IU Bloomington
"Using Loop to Check-in on Students' Well-being and Academic Progress"
Christina Romero-Ivanova, IU Kokomo

1:10 – 2:00 p.m. Session Three

"Sticking Your Head Through a Business Card: Gamification for College Student Soft Skill Enhancement."
A Gwinn Royal, Ivy Tech
Sticking your head through a business card is the ability to creatively and elegantly solve a problem that you didn't know you had. The word "impossible" is overused; typically, this assertion is bestowed upon something that is merely difficult, unwieldy, or unconventional. In a world headed toward automation, the need for critically-thinking, problem-solving workers is on the rise. Gamification will revolutionize your teaching strategies to help college students collect those soft skill experience points they need.

2:05 - 2:55 p.m. Session Four

"So, You Want to Write a Game for the Reacting to the Past Curriculum? Some Pointers."
Martha J Payne, IUPUI
Reacting to the Past is the equivalent of a LARP (Live Action Role-Playing Game) with engagement in big ideas and promoting intellectual development.

2:55 – 3:00 p.m. Conference Wrap-up