

Teach Play Learn Pre-Conference Game Night

Thursday, June 23th, 2022

7pm - 9:30pm
KC 130

Board games for all! Come and have a relaxing evening gaming with new friends! Bring your own games or enjoy one from our library.

Teach Play Learn Conference Schedule 2022

Friday, June 24th, 2022

8am - 9am

Alumni Hall

Registration, Networking, and Refreshments

9am - 9:50am

Kresge

2022 Keynote Speaker Ted Castronova

Life Is a Game

In this talk, Professor Castronova summarizes a lifetime of study of games, technology, and society. His conclusion is that we would do well to see life as a game, and not metaphorically, but literally. Life IS a game. Seeing life as a game invites a person to reflect on important questions that modern people often overlook. What is the game I am living, and what does it mean to win? How do my philosophical and religious ideas fit into that? Second, what is a smart strategy for winning this game, or at least doing well? This way of thinking should be especially helpful for people who love games. Professor Castronova asks the gamers, "Why are you not playing your life the way you play your games – with focus, rigorous thinking, and a single-minded hunt for good moves?" The good professor concludes by offering examples in his own life where he has played poorly and played well, and how he came to have the most wonderful life imaginable.

10am - 10:50am

KC 130

Choose Your Own Adventure: Investigating the Value of Interactive Fiction in Archival Education

Whitney Thompson

Indiana University-Purdue University Indianapolis

I will discuss and demonstrate a Twine game I built to teach players about archival research, titled Provenance. The player must verify the authorship of a newly (re)discovered painting by searching the unprocessed papers of the presumed artist. The game is not a simple walk-through, though; instead, the player encounters different endings depending on how much research they do. Provenance's main goal is to cultivate players' empathy for historical actors. However, past research has shown a positive correlation between fiction consumption and empathy levels, so I am also using Provenance to investigate whether interactive fiction has uses in archival pedagogy.

Kresge

From Badges to Boss Challenges: Gamification to Instruct and Motivate College Learners

Tara Kingsley

Indiana University Kokomo

"How would you behave differently if you approached learning like a game? If you could apply this mindset to your course, what might students achieve?"

My journey with using gamification began with the above questions. Through my teaching and research, I've explored how capitalizing on the principles of game design can support student autonomy, target mastery learning, and add perhaps, even add a layer of fun to the curriculum. Here, I share my experience with the goal of disrupting the industrial paradigm that separates school from real-life learning. I offer solutions to the problems challenging student success, engagement, and learning."

Teach Play Learn Conference Schedule 2022

(continued)

11am - 11:50am

KC 130

Mass Casualty Incident: A Table-Top Disaster Simulation

Malia Moore MD, Emily Fitz MD, Lauren Falvo MD, Anna Bona MD
Indiana University School of Medicine

Preparing for disasters is a key responsibility of all hospital systems. Mass casualty incidents (MCIs) occur rarely but may be associated with massive morbidity and mortality. It is impossible to rehearse all scenarios and requires a prohibitive amount of resources to regularly conduct large scale simulation events to analyze and evaluate disaster systems. We developed a tabletop game to simulate various disaster scenarios. This game is an annual event in our Emergency Medicine resident didactics. Through this mode of education, participating residents review and improve their disaster preparedness in a creative, inexpensive, and safe (both psychologically and physically) environment.

Kresge

Decisions, decisions: Illustrating active learning of difficult theoretical concepts through games

Carrie Mier, Ph.D.
Indiana University East

Games can make learning fun and exciting for students tired of standard lectures and traditional course delivery methods. They can also serve as a gateway to make difficult theoretical concepts easier to understand. In this workshop, I will be demonstrating how games can be used to break down difficult theoretical concepts - using criminological theory as an example. Attendees will get to play games, make decisions, and most importantly, think about the choices they made and why they made them!

12 noon - 12:50pm

Alumni Hall

LUNCH

1pm - 1:50pm

KC 130

Reclaiming the Space, Returning Face to Face

Jennifer Lale
Indiana University Bloomington

After nearly two years of teaching online, I found that I had lost my stamina, my memory, and my passion for face-to-face teaching. I wanted so much to be the educator I had been before the pandemic, but I was no longer the person I was before the pandemic. I needed to recognize this shift, in both format and content, before being able to return to what I do—making students care about theatre. It was not an easy path, but games and activities played a key role in bringing back my teacher self.

Kresge

Learning to Teach by Promoting Play

Rebecca A. Addleman, Rivkah Mentzer, Jhansi Chagalakonda
Indiana State University

Game-based learning in the classroom typically employs "serious" curriculum-aligned games designed to reinforce educational content rather than commercial off-the-shelf (COTS) games designed to promote play. COTS games are more likely to fill an ancillary role in the classroom because they are viewed as unrelated to content standards and outcomes. However, learning and teaching games of any kind can benefit both students and teachers. With a focus on teacher education, we discuss the use of collaborative and cooperative children's games as a vehicle for promoting both teaching standards among preservice educators and Indiana's Employability Skills Standards among elementary students.

2pm - 2:30pm

KC 130

QUICK HITS

Short 5 minute presentations

LaQuia Vinson

A mise-en-place for pediatric dental emergencies

Justin Bailey

Cooperative and Competitive Group Gaming: Finding Clues to Break Out of a Health Psychology Classroom

Teach Play Learn Conference Schedule 2022

(continued)

2:30pm - 2:40pm

Alumni Hall

REFRESHMENT BREAK

2:40pm - 3:30pm

KC 130

Wizards, Wands, and... Spreadsheets?! Google First Wizarding College

Lauren Freda, Lisa Weinberg

University of Notre Dame

Casting a spell on campus: How did we get more than 700 staff to sign up for an optional training program about Google collaboration tools? Discover how we crafted a magical experience to introduce, teach, and reinforce the use of the Google Workspace platform—and how you can apply these lessons to your own educational or change management journey. Learn about specific game-based learning mechanics to engage players and create a lasting and transformative learning experience. Do you have what it takes to become a Google wizard?

Kresge

Immersive Psychiatric Mental Health Inpatient Simulation

Brian A. Arwood

Ivy Tech Community College

The culminating event and end of clinical for Mental Health Nursing is a 2-hour, fully immersive simulation on a general intake limited capacity unit. Students work together as the nurses on the unit assigning all aspects of patient care from assessment, group therapy, medication administration, and crisis de-escalation with a mixed census. Students receive report, form their plan, and de-brief afterward with working mental health professionals (the patients) on what went well, what they could do better, and what they learned from the experience.

3:35pm - 3:50pm

KC 130

CONFERENCE WRAP UP