

# PLAY TO LEARN

## DESIGNING EFFECTIVE LEARNING GAMES

### A WORKSHOP WITH SHARON BOLLER AND KARL KAPP

#### Introductions: facilitators and participants

- Four Facts
- It's important for me to learn\_\_\_\_\_.

#### Let's play games!

- What makes these fun?
- What makes these *games*?
- What are the learning elements of the games?

#### A primer on play: linking games to learning

- How do games link to learning?
- The research on games and GBL
- Game types for learning situations
- Reward structures—what to do; what to avoid

#### Becoming a game designer

- Mastering the basic lingo
- Recognizing and considering common game dynamics
- Becoming a *learning* game designer

#### Cooperate or compete: which is best?

- Play: Crossing the Great Divide
- Play: Spot It
- What the research says

#### Lunch (included)

#### We're going to create a game on...

- Review the activity
- Respond to questions
- Organize into game design teams

## **PLAY TO LEARN: DESIGNING EFFECTIVE LEARNING GAMES, CONTINUED...**

### **Create your game prototypes**

- Small groups of 3-5 people produce a prototype

### **Play test!**

### **Feedback**

### **Revise the protoype—changing *one* element**

### **Summary and wrap up**

- Tools for you to use after today

## **ABOUT BOTTOM-LINE PERFORMANCE**

It's a core philosophy that drives us. We don't train people. We create solutions that engage people and motivate them to learn. And when people WANT to learn, they gain knowledge that lasts.

Bottom-Line Performance is a learning design firm serving a wide range of corporate, nonprofit, and government clients. Since 1995, we've helped clients choose the right learning solutions for their learners, while also helping them to design and develop learning tools effectively.

We believe our process, along with our expertise in learning design and exceptional project management skills, is what continues to set us apart from our competitors.