Sometimes the best High Tech is Low Tech

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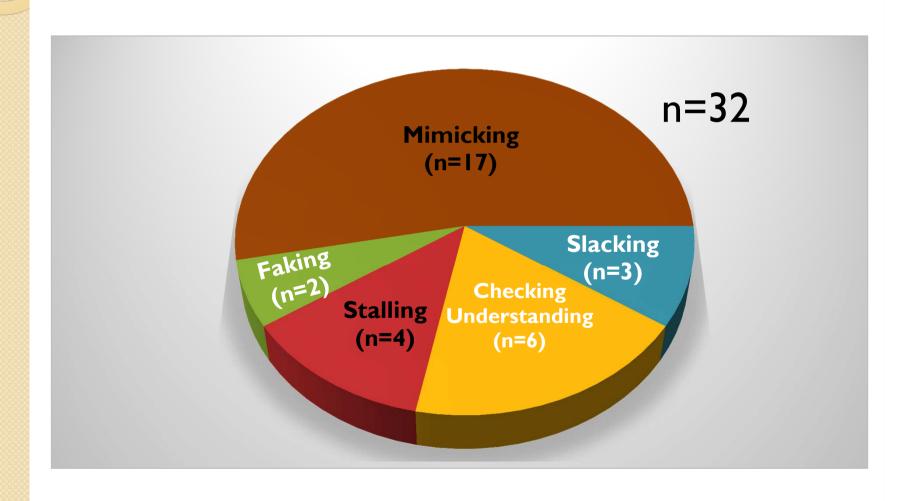
Outline

- Studenting and Gaming

  Studenting is what students do while in a learning situation.

  - conducive to learning (or not)
  - conforms with the teacher's wishes (or not)

- Data

  - Research by Peter Liljedahl and Darien Allan
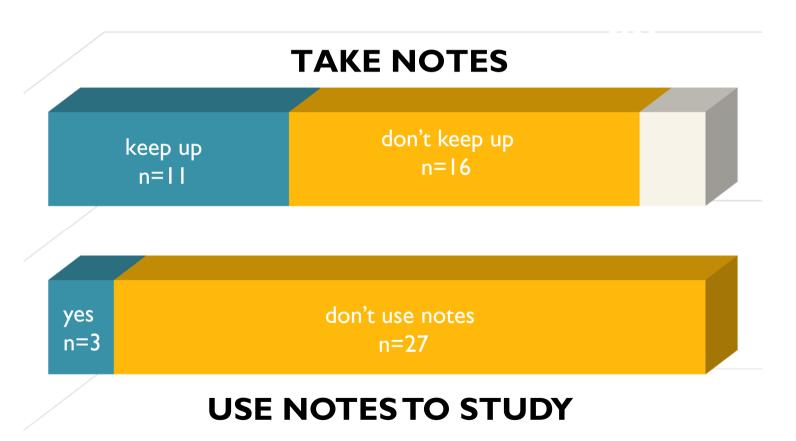
- Changing the game.

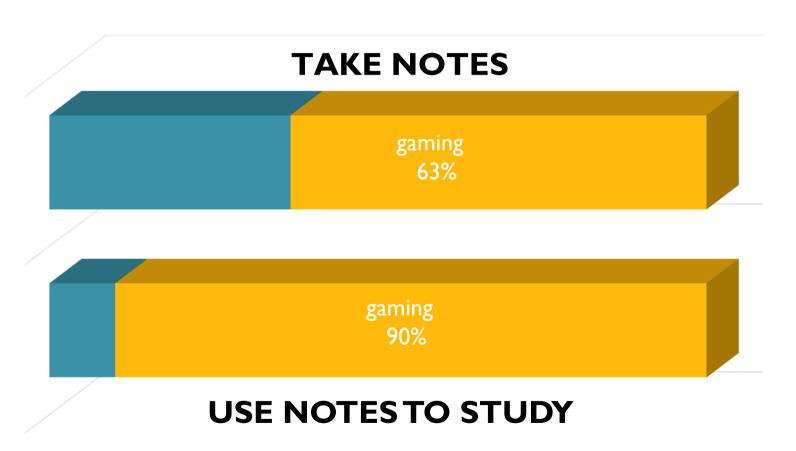# NOW YOU TRY ONE

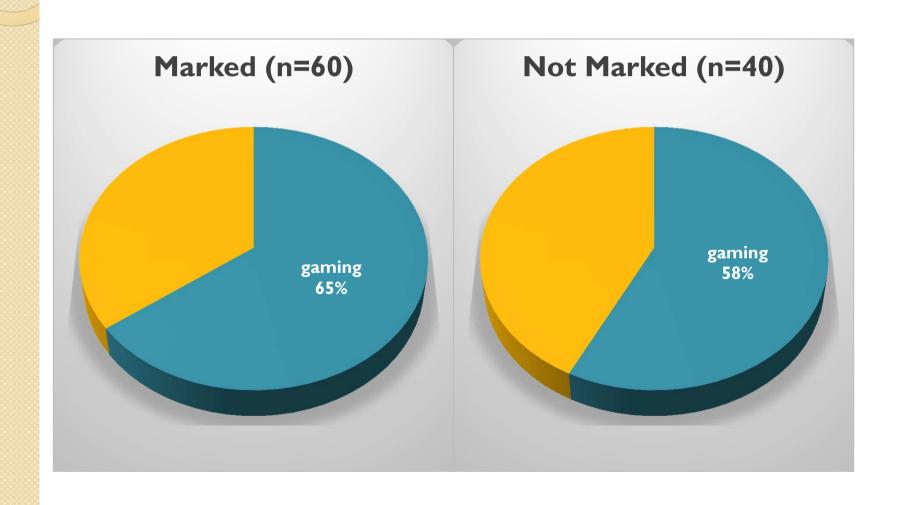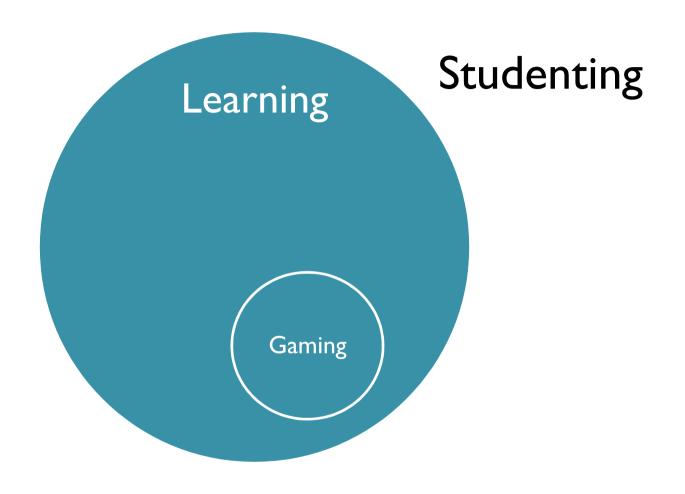# NOW YOU TRY ONE

TAKING NOTES

TAKING NOTES (n=30)

TAKE NOTES

keep up n=11	don't keep up n=16	

yes n=3	don't use notes n=27

USE NOTES TO STUDY

TAKING NOTES (n=30)

HOMEWORK

HOMEWORK

	Marked (n=60)	Not Marked (n=40)
Didn't Do It	15	16
I forgot	5	3
I was busy	4	2
I tried, but I couldn't do it	3	3
I took a chance	3	0
It wasn't worth marks	0	8
Cheated	14	1
Copied	7	1
Faked	5	0
Half homework risk	2	0

	Marked (n=60)	Not Marked (n=40)
Got Help	18	12
Felt they would fail quiz	6	1
Felt they would pass quiz	3	3
Felt they would excel	9	8
Did it On Their Own	13	11
Mimicked from notes	4	5
Did not mimic from notes	6	6
Mimicked but completed	3	0

HOMEWORK

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I tried, but I couldn't do it	3	3
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Did not mimic from notes	6	6
Mimicked but completed	3	0

HOMEWORK

Marked (n=60)

gaming
65%

Not Marked (n=40)

gaming
58%

Learning

Studenting

Gaming

Studenting – Gaming – Learning

Studenting – Gaming – Learning
Studenting

So what do we do about it?

Breaking Game

WE CHANGE THE GAME!

Breaking Game

Start using: **Change the way we:**

- visibly random groups

Break down of Social Barriers
Mobility of knowledge between students increase
Enthusiasm and Engagement improves.

Breaking Game

Start using:

- visibly random groups
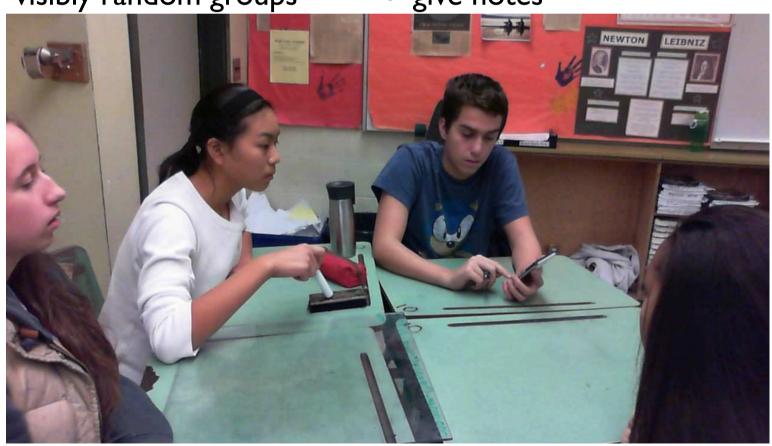- vertical non-permanent surfaces

Change the way we:

Breaking Game

Start using:

- visibly random groups
-

Change the way we:

- give notes

Breaking Game

Start using:

- visibly random groups
- vertical non-permanent surfaces

Change the way we:

- give notes
- answer questions
- assign homework
- give quizzes
- arrange furniture
- deliver lessons (now you try one)
- use problems
- assess

The goal of teaching is learning, not teaching.

- Hugo Rossi