

Using Simulations and Games in the Classroom

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Let's play a game!





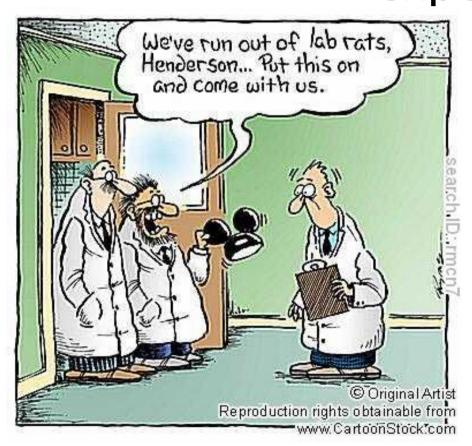
Why Use Simulations

- 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

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 chose what information to disclose to others
- The time limit for the game is 45 minutes





Let's play another game!





What resources are out there?







Any questions?

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