

WP3: Simulations

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What are simulations?

Recreating the world in the classroom



The Elements

- Background reading
- Taking part in games
- Designing games



Evaluation

- Keeping Focus
- Debriefing Students
- Evaluation and Assessment
- Keeping it simple

Some Examples



Where it is useful

- Active learning
- Matching up knowledge and skills
- Understanding complex situations



What are the challenges?

- Making students & staff accept it
- Big learning curve

