

Digital Gaming & Simulations in Higher Education



Center for Learning Innovations & Customized Knowledge Solutions

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**Novotel Deira City
Center, Dubai-UAE**



CLICKS' Public Program 2017-18

Program Structure

Games and simulations are among the fastest trending topics revolutionizing learning in Higher Education. Research in the field suggests that games, simulations and other similar technologies can have a purpose beyond just having fun. Throughout this 3-day 'hands-on' program, participants will investigate how Higher Education students learn from interactive computer environments, and will delve into the process of designing and understanding games and simulations for educational purposes. The first session of day one will help ensure a common understanding among all participants on key concepts related to gaming and simulations. Participants will be exposed to various definitions, latest trends and research outcomes in the field and will further investigate how people learn from gaming and simulations and how such tools can be implemented in educational settings. It will also discuss technical, practical, social and pedagogical advantages and limitations. The second session is more focused on looking at theories and practices to motivate and engage students. The consecutive sessions will explore in details how to use and integrate gaming within teaching and learning whether using Commercial Off the Shelf (COTS) games and simulations or by developing one's own education game/simulations. The program will conclude by considering how to assess the efficiency of such technologies within teaching and learning.



This program will use a hands-on approach to explore the theories of educational gaming, and the practical aspects of evaluating and implementing games and simulations for teaching and learning. Challenges, tasks, rewards and other aspects of game-based learning, will be used. We will examine how educators can leverage students' interests in digital culture to extend their learning and keep them engaged. Participants will explore the foundational, social and cultural implications of these new media.

Target Audience

Directors and staff working in learning and teaching and/ or Educational Technologies Centers, faculty members, and heads of departments who want to explore game based learning as a pedagogical tool for engaging students and improving teaching and learning.

Intended Learning Outcomes

At the end of this program participants will be able to:

-  Develop critical perspectives on learning in relation to interactive media, simulations and games.
-  Develop an understanding of basic theories of learning and motivation with games.

- Demonstrate an awareness of current trends and research in educational gaming.
- Analyze various issues and factors (technical, practical, social and pedagogical) associated with educational games and simulations.
- Identify and evaluate games and simulations appropriate to various teaching and learning contexts.
- Design educational gaming activities that successfully engage learners and are appropriate to their discipline.
- Support the professional development of other educators in the area of educational games and simulations.

Program Structure

Day 1

Session 1: Games and Learning: Principles and Concepts

- Educational games and simulations: What are they?
- Games vs Simulations: Choosing the Right Approach for Learning
- Gaming & Simulations culture and psychology in Higher Education
- Current trends and research in the use of gaming and simulations for educational context
- Gaming and Simulations Advantages and Limitations

Session 2: Making learning fun and engaging

- What makes games/ simulations good learning environments?
- What is engagement and motivation? Why should you care?
- Theoretical and practical application of games and simulations to education
- Identifying instructional needs for the use of gaming and simulations
- Reflective Game Activity

Day 2

Session 3: Using Commercial Off the Shelf (COTS) games and simulations

- Using Commercial Off the Shelf (COTS) games and simulations versus designing and developing your own
- Designing an engaging educational game with appropriate goals, challenges, rewards, and feedback.
- How can Commercial Off the Shelf (COTS) games and simulations be used and tailored to learning?
- Strategies to identify and evaluate games and simulations appropriately based on analysis of instructional needs
- Integrating games and simulations into the instruction (practical exercise)

Session 4: Designing and developing educational Games & Simulations

- Elements of Games
- Taxonomy of games
- Standards and design elements for Simulation and Games
- Instructional Design for Gaming and Simulations

Day 3

Session 4 Cond': Designing and developing educational Games & Simulations

- The 6 stage of instructional design
- Gaming Arts, Audio and Video
- Start of the project (idea formation)

Session 5: Assessing the effectiveness of gaming and simulations

- Framework for assessing the effectiveness of games and simulations in the learning process
- Using data analytics in promoting learner success

Delivery Strategy

Hands on workshops, group discussions, and short presentations.

Program Leader





Dr. Dana Ruggiero is involved in research initiatives from various European research institutes including the EU TEMPUS and ERASMUS programs. Dana consults on a variety of projects including building games for change, learning design for games-based classes, and augmented reality modules.

Dana completed her Ph.D. in Learning Design and Technology from Purdue University and earned an M.A. in Education from Augsburg College. Her research interest focuses on praxis in design for persuasive technology, multimedia installations, and affective knowledge, including the application of games for social issues such as higher education, homelessness, juvenile offenders, children in care, and healthcare. In addition to speaking at international conferences and publishing in peer-reviewed journals she has edited a book on persuasive application of games and has two more books in press on game design for social change.

Program Duration

This program is 3-day organized from 9:00 am – 5:00 pm with one hour dedicated for lunch break and 2 coffee breaks of 20 minutes each. Kindly be informed that registration will take place on the first day of the program from 8:30 to 9:00.

Program Registration, Program Fees and Discounts

-  The registration fee for the 3 day program is 3,000 AED including lunch and two coffee breaks on each day in addition to program materials.
-  15% Early bird registration discount is available for individual registrations completed prior to the 17th of August, 2017.
-  Group registration discount of 20% is available for groups of 3 and above if registration is completed before 17th of August, 2017 and 15% if registration is done after the cutoff date.
-  All registrations are confirmed only upon receiving the full payment; registrations which are not completed are automatically cancelled after two weeks.
-  Delegates attending the entire program will receive certificates of attendance at the closure of the program.