RESEARCH CLINIC

General information

Supervisor:	Dr. Caroline Archambault and Dr. David Ehrhardt
Title of clinic:	Game Design Collective: How to build games that boost student motivation and learning?
Number of students:	5-6 max.
Major *(if applicable and approved by the Major Convener)*:	
(Pre)requisites *(if applicable)*:	

Research context

Are you excited about games? We are! In fact, we think games are an important part of the future of education. In this research clinic, we want to explore the potential game-based learning and gamification has for higher education. Students will be trained in game design and will work together to design and test gamified Learning Mindset tools. In doing so we not only aim to make our tools more fun but also more inclusive and cross-culturally effective for students who struggle with autonomy, self-regulation, and motivation.

This RC is part of the Learning Mindset (www.learningmindset.org) project, which co-creates and studies educational tools aimed at enhancing students' **autonomy** and **self-regulation**, to help them make their education more meaningful and productive (and less stressful). We use the method of **prompted reflection,** asking them questions that nudge them to think about what they actually want to learn and connect it to the learning opportunities they have in their programs. Our questions are also designed to help them learn intentionally-set goals, develop strategies, practice, and process feedback. We implement these questions through, for example, workshops, course learning journals, and study planners.

Students' tasks and activities

Timeline: Semester 2, regular weekly meetings Wednesday afternoon.

Learning Objective 1: Study Game-Based Learning (GBL) as a promising inclusive pedagogy. This will include quick literature studies on cross-cultural use of GBL.

Learning Objective 2: Training in game design through Game of Games (www.gameofgames.net) and weekly game play sessions of Escape Rooms, Tabletop and video games.

Learning Objective 3: Design games by applying GBL theory and Gamification techniques to improve Learning Mindset tools. For example: transform our LM learning strategies workshop into an Escape Room experience that would be effective for first year undergraduate Nigerian students.

Learning Objective 4: Prototype and Play test your designs among cross-cultural student populations and study play use and learning impacts.

Learning Objective 5: Showcase our Learning Mindset Games Design Collective for: 1-Edinburgh/ Leiden Struggle in the City/Inclusive Pedagogy Exchange (Feb/Mar and April 2025). 2-LM/African partners workshop on Fair Partnerships and Equal Exchange in Education and Research (March 17-21 2025). The first event may include a 3-day team trip to Edinburgh (expenses paid).

Assessments: blog posts, game concepts, final report.