Innovative Teaching and Learning Experiences through Research and Creative practices

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@sarnab75 #gamification #GChangers
Visioning and experimenting with 21st century learning
Flipped Learning
Innovative learning practice through active participation
Learn More

Playful & Gameful
Games for learning, and learning through play
Learn More

Digital & Networked
Foster competency and engagement in a networked age
Learn More
Across all schools and beyond...
The lab has engaged with

3,179 Students

31 Courses

1,101 Staff

25 Student Activators

Employed by the lab

“By working for DMLL I am still able to learn whilst working very professionally in a creative environment. I am always free to have my opinion as a Graphic Designer and am always included. DMLL has really helped me find my place in the design industry which I am very thankful for.”

Emilia Byrne

DMLL Student Activator (2nd Year Graphic Design student)
Motivation

"Sorry, pal, right metaphor, wrong motivation."

Types of Motivators

**Intrinsic**
- autonomy
- belonging
- curiosity
- love
- learning
- mastery
- meaning
- ...

**Extrinsic**
- badges
- competition
- fear of failure
- fear of punishment
- gold stars
- money
- points
- rewards
- ...

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Hmm... looks interesting, but is it for me...?

What are those weirdos up to?

Yay! Shiny new thing!

Cool kids have a new tool - I want!

I want my fax machine back.

THE INNOVATION DISTRIBUTION CURVE

INNOVATORS  EARLY ADOPTERS  CHASM  EARLY MAJORITY  LATE MAJORITY  LAGGARDS
Designing an empowering experience?

The Hero's Journey

UNKNOWN

KNOWN

Return

Call to Adventure

Supernatural aid

Threshold Guardian(s)

Threshold (beginning of transformation)

Mentor

Helper

Helper

Challenges and Temptations

Atonement

Transformation

REVELATION

Abyss
dead & rebirth

(Received of the Goddess)
Keeping it simple

(Amy Jo Kim, MFW15)
Beyond Flipped SPRINTs facilitated...

4 Course Designs
5 New Add-vantage modules
1 School-wide CPD module

“SPRINT was a real eye opener. It’s a great method for challenging dogmatic and tried and trusted thinking in a safe space, to produce ideas and strategies outside the box in quick time. I can certainly see multiple applications in improving the student experience.”

Dr Keith Gray
Associate Head of School, Economics, Finance and Accounting (Faculty of Business and Law)
Creative Learning spaces...
Creativity and open web
Hybrid “spaces”: Merging Physical and Digital?
Top 10 skills

in 2020
1. Complex Problem Solving
2. Critical Thinking
3. Creativity
4. People Management
5. Coordinating with Others
6. Emotional Intelligence
7. Judgment and Decision Making
8. Service Orientation
9. Negotiation
10. Cognitive Flexibility

in 2015
1. Complex Problem Solving
2. Coordinating with Others
3. People Management
4. Critical Thinking
5. Negotiation
6. Quality Control
7. Service Orientation
8. Judgment and Decision Making
9. Active Listening
10. Creativity

Source: Future of Jobs Report, World Economic Forum
We have developed and produced

35 Toolkits & Online Resources

2 Apps · 1 Course outline · 9 Guides · 20 Open Education Resources · 2 Flipped Toolboxes · 1 Worksheet

164 Videos created
1,009 Hours viewed
Existing work/
inspirations

Timeliness/
Impact

Relationships

DRIVERS

Research

Applied
Innovation
(The Lab)

Practice

Development

Existing work/
inspirations
15 Research Bids Won
from a total of 43 projects submitted

with a total project value of

9,555,150

generating a total income to Coventry University of

1,780,381
Design Experience inspired by PLAY and GAMES

THE POWER OF PLAY

Michael Morgenstern for The Chronicle

http://chronicle.com/article/The-Looming-Gamification-of/233992
Co-creativity through Playful and Gameful Practices

gamify.org.uk  #Gchangers  #PlayRemix
Holistic and Trans-disciplinary


Learning through a Game Creation process

Bloom’s Taxonomy and Game Design

Higher-Order Thinking Skills

- Creating
- Evaluating
- Analyzing
- Applying
- Understanding
- Remembering

- Publish
- Second Playtest
- Playtest and Iteration
- Create Prototype
- Write Rules and Find Game Pieces
- Content Knowledge (Including Research)

Bev Vaillancourt, M.Ed. Educator, Instructional Designer
Creative Culture

Game changer in the classroom

Timeliness/impact

Existing work/inspirations

Relationships

Official Development Assistance (ODA)

Newton Fund

Arts & Humanities Research Council

KEMENTERIAN PENDIDIKAN TINGGI
MINISTRY OF HIGHER EDUCATION
Social Value
Conclusion
Thank You!

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