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Making simulations work

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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 & Assessment

• Debriefing:
  - Simulation process and dynamics
  - Strategies used and degree of success
  - Extent of realism

• Assessment:
  - Participation (by facilitator or peer)
  - Essays or tests linking simulation to content knowledge
  - Points earned through simulation performance
What resources are out there?

https://sites.google.com/site/howtodosimulationgames/

http://activelearningps.wordpress.com/
Any questions?

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