Play in my Classroom:
It's Rigorous Business!

LaVonne Couch, PT, DPT, EdD

TEMPLE UNIVERSITY
Center for the Advancement of Teaching

01/11/2023

LaVonne Couch

LaVonne is the Director of Clinical Education for Temple University's Doctor of Physical Therapy with 26 years of clinical experience and 16 years of experience in higher education teaching and administration
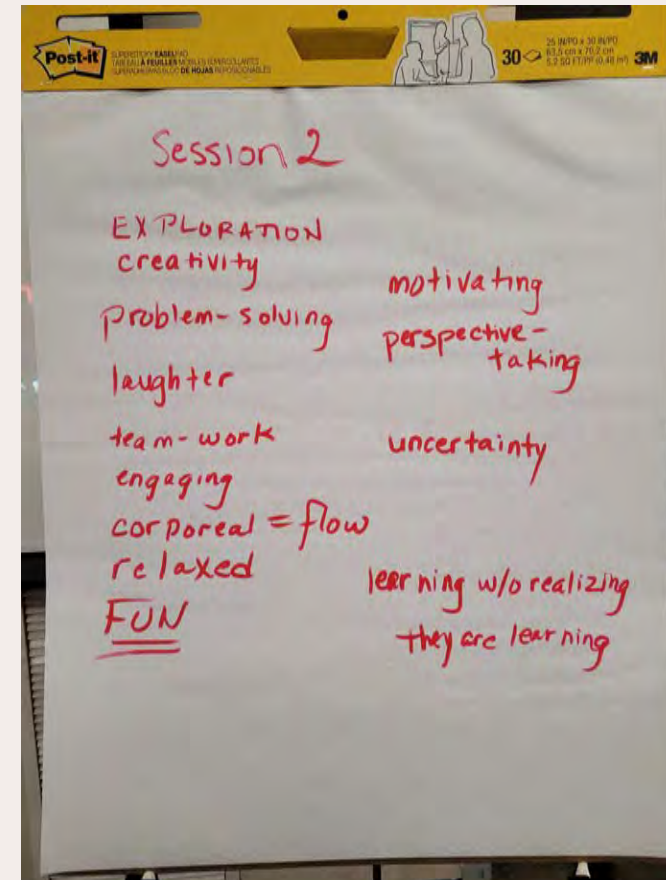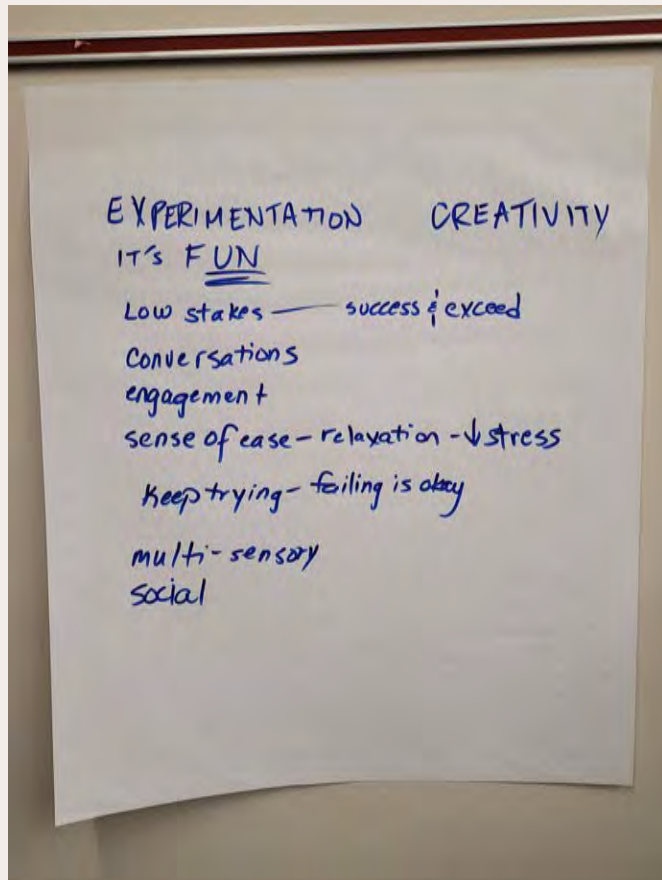
Session Goals:
Introducing play

- Identify the value of play in higher education

- Explain why play and playfulness can be an effective learning tool

- Identify strategies to increase play/playfulness in your courses

- Gather ideas and strategies to incorporate playfulness into your classroom

https://youtu.be/5ZP8gGfIJX0

Name a few benefits of using play as it relates to learning

EXPERIMENTATION   CREATIVITY
IT'S FUN
Low stakes —— success & exceed
Conversations
engagement
sense of ease – relaxation – ↓ stress
Keep trying – failing is okay
multi-sensory
Social

Session 2

EXPLORATION
creativity
Problem-solving
laughter
team-work
engaging
corporeal = flow
relaxed
FUN

motivating
perspective-taking
uncertainty
learning w/o realizing
they are learning

Multiple benefits of play: "Improved group and team working skills, deeper and more critical interaction with subject material, encouragement of increased creativity, and because play is often fun."

Andrew Walsh

https://youtu.be/-X1m7tf9cRQ

Reflection

What forms of play do you currently use in your courses?

[Couch Play padlet](#)

Play in higher education

Do you have methods or strategies of using play in your courses?

LAVONNE COUCH   JAN 09, 2023 04:32AM UTC

"Descriptionary"

Aka Pictionary but for descriptive writing

Using everyday materials to have students sculpt items that relate to ideas in a text

Creating videos

Dice games for learning math

Exercise competition

Baseball in the classroom

Simulation

Cartooning to explain evol processes

Scripts and dialogues to show perspectives

Creative writing options

role play

Table games- adapt for inclusivity and holistic learning/rehabilitation

Create your own

Cooking, Physical Activity, Relaxation activities, mind games

Leadership board game

Competition

Yes. I teach application courses so I have the students act as the professor to teach a concept.

board / party games

E.g. Apples to Apples

None

Jeopardy

Games

Role playing

Mad Libs

Cooking challenge

Jeopardy

Kahoot

IF AT scratch sheets

Kahoot quizzes

Padlet replies – forms of play that you currently use

What didn't go so well when you attempted playfulness in your course?

What are some of the downsides of using play?

The game is not taken seriously

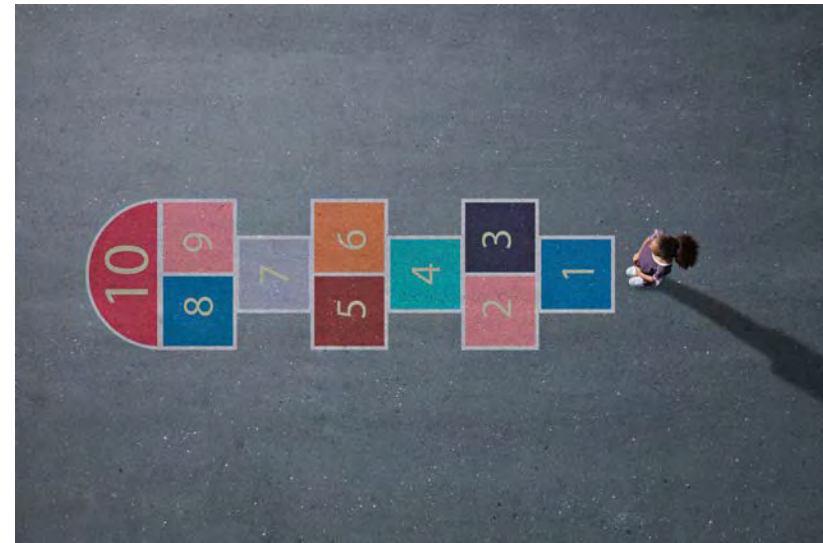Not recognizing the instructor's authority in the classroom

Devaluing the lesson

Colleague reactions

Elements of Productive Play

- Intentional and aligned with assessments and goals

- Purpose and value clearly articulated

- Structured and orderly

- Reinforce purpose

Games that generate participation:

Software

Gamification

Low tech

Word games

Summary: Key takeaways

- Intentional and aligned to assessments

- Establish rubric that can easily be followed

- It should be fun and permissible

Thank you

LaVonne Couch

Dept of Health and Rehab Sciences

Doctor of Physical Therapy Program

215-204-9031

Lavonne.couch@temple.edu

References

1. Koeners, M. P., Francis, J. (2020) The Physiology of Play: Potential Relevance for Higher Education, International Journal of Play, 9:1, 143-159, doi: 10.1080/21594937.2020.1720128

2. TheGeniusofPlay.org https://youtu.be/5ZP8gGfIJX0

3. Andrew Walsh – 4th International Conference on Higher Education Advances (HEAd'18) Universitat Polit`ecnica de Valencia, Valencia, 2018. DOI: http://dx.doi.org/10.4995/HEAd18.2018.7988

4. Andre Thomas, The Effectiave Use of Game-based Learning in Education / Andre Thomas TEDxTAMU https://youtu.be/-X1m7tf9cRQ

5. Hedwig van Rossum, 'Time to Play: Integrating Play and Playfulness in Legal Philosophical Courses as Tools for Student Learning. Special Issue on Active Learning and Teaching in Legal Education', LaM, November 2018, DOI: 10.5553/REM/.000034

References

6. Liarokapis, F., Anderson, E., & Oikonomou, A. (2010). *Serious Games for use in a Higher Education Environment*. 69-77. Retrieved from https://www.researchgate.net/publication/230778862_Serious_Games_for_use_in_a_Higher_Education_Environment

7. Cliff Rouder, (2018). *A game-based approach to teaching calculus: implications of the research for STEM courses*. Temple University CAT EDvice Exchange

8. Codish, D. & Ravid, G. (2014). Academic Course Gamification: the art of perceived playfulness. *Interdisciplinary Journal of E-Learning and Learning Objects, 10,* 131-151. Retrieved from http://www.ijello.org/Volume10/IJELLOv10p131-151Codish893.pdf

9. Supiano, B. (2022, March 29). *The Redefinition of Rigor,* The Chronicle of Higher Education.

10. İnce, E. Y. (2017). Educational Games in Higher Education. In (Ed.), Simulation and Gaming. IntechOpen. https://doi.org/10.5772/intechopen.71017

11. Nietfeld, J. & Shores, L. Self-regulation within game-based learning environments. *Serious Educational Game Assessment: Practical Methods and Models for Educational Games, Simulations and Virtual Worlds*, 19-42. Sense Publishers, 2011.

Play and Gaming resources

Filament Games
https://www.filamentgames.com/blog/educational-games-in-higher-education/
50 Great Sites for Serious, Educational Games
https://www.onlinecolleges.net/50-great-sites-for-serious-educational-games/
Games in Higher Education – **Iza Marfisi-Schottman, 2019, from Encyclopedia of Education and Information Technologies. ISBN : 978-3-319-60013-0**
https://link.springer.com/referenceworkentry/10.1007/978-3-319-60013-0_35-1
Link to full document *Games in Higher Education*
https://hal.archives-ouvertes.fr/hal-02314679/document
Educational Games in Higher Education – **open access**
https://www.intechopen.com/chapters/57568 (Ince, 2017, Ch 2)
College Knowledge Games & Activities: For Students & Families (Washington Student Achievement Council | Gear UP Washington State)
https://gearup.wa.gov/sites/default/files/resources/gear_up_games_and_activities.pdf
NLM NCBI Article: Sharifzadeh N, Kharrazi H, Nazari E, Tabesh H, Edalati Khodabandeh M, Heidari S, Tara M. **Health Education Serious Games Targeting Health Care Providers, Patients, and Public Health Users: Scoping Review**. *JMIR Serious Games. 2020 Mar 5;8(1):*e13459. doi: 10.2196/13459. PMID: 32134391; PMCID: PMC7082739. Health Education Serious Games Targeting Health Care Providers, Patients, and Public Health Users: Scoping Review - PMC (nih.gov)