The Teacher’s Role in Game- & Simulation-based Learning

Presenters:
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Session Description:
In this session, we explore how the role of the teacher is envisioned in TESLA, Evidence Game, Data Games, PhET Interactive Simulations and MathSnacks.

Design and Facilitation Relationship:
From our collective experience, we concluded that one contributing factor to effective use of games and simulations is the correlation between the amount of guidance provided through teacher facilitation and the level of guidance designed into the game or simulation. Over or under directed facilitation can work against the level of structure designed into the game or simulation, resulting in low student engagement and minimal learning.

The Broad Role of the Teacher in Game- and Simulation-based Learning:
Though we focus during this session on the role of the teacher during game and simulation use, the teacher’s role spans beyond classroom facilitation. We list below other areas where the teacher role is crucial in game- and simulation-based learning.