

## Learn from my mistakes

## Gamification of Education – Do's and Don'ts

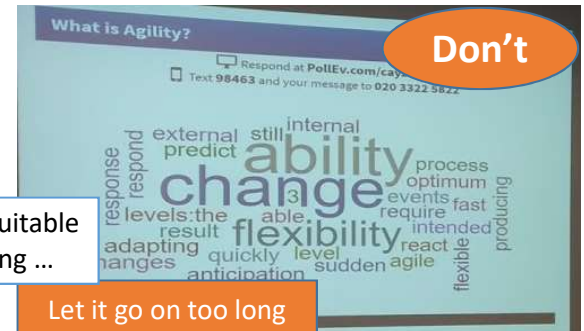
# Steve Cayzer

Educational games are – at best – a superb way to make learning experiential; personal, deep and meaningful. But used incorrectly they can be frustrating or even boring. Even when engaging and entertaining, they may have limited enduring educational, let alone transformative, value.

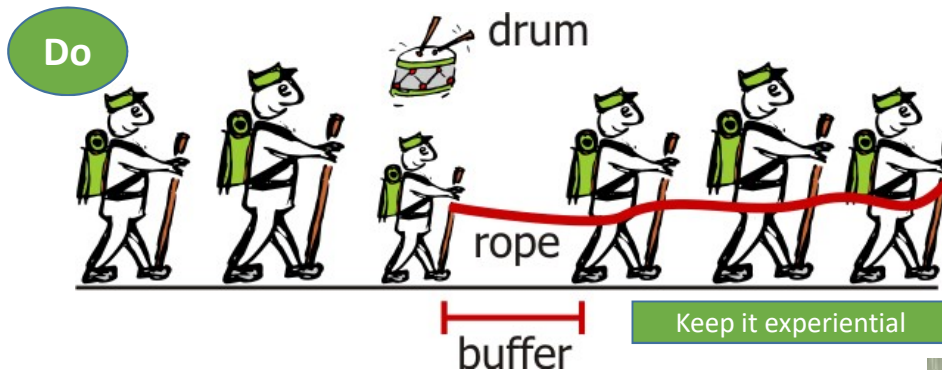


How many marbles in a boat?  
Why are we doing this?

Pollev – before the less suitable words started appearing ...



## Let it go on too long



Use physical games to get students out of the classroom

## Keep it experiential



‘follow the instructions’ to build a bridge  
and learn how time pressure means  
specifications get ignored or assumed

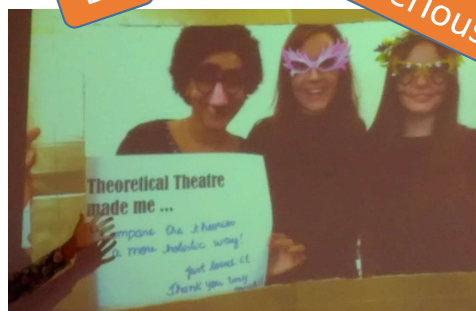
Even if you know the bullwhip effect, you should play this



Use tried and tested approaches  
(The Beer Game > 50 years old)



## Build a vision and 'evangelise' to your (engineering) company



### Role Play – best practice from UEA



## Cardboard Prototyping beats CAD.