

ECGBL 2020

14th European Conference on Games Based Learning
24 - 25 September 2020, the University of Brighton, UK

Mini Track on the Human and Economic Costs of Designing and Using Games and Simulations in Higher Education, at Scale

Mini Track Chair: Dr. Ian Stewart, the University of Manchester, School of Engineering



In the current drive for ‘gamification’ in higher education and the deployment of more innovative ‘experiential’ teaching and learning and assessment methods, the real human costs and risks of these activities for academics and students alike are being ignored and are under-researched. This track intends to address three gaps in the research – the lecturer’s first-hand experience in game/simulation development and management; the student experience in terms of the costs of receiving (or being afflicted by) the innovations of academics; these in the context of very large class sizes of almost entirely international postgraduate students. This contemporary context raises challenges to experiential learning through games and simulations from the scale, cross-cultural and multidisciplinary nature of such groups of students. Not all investments of a lecturer’s time, creativity and energy in pedagogic innovation such as experiential learning deliver the desired learning outcomes of their programmes, but is this recognised by the creators, or is there some kind of auto-justification when this occurs? The intention of this track is to critique the practice of using games and simulations in the higher education classroom, ultimately presenting useful information regarding the human and economic costs of implementing games and simulations in this specific context to support the decision-making and work of academics in this area and recommend future directions for research into this important aspect of simulation/gamification in higher education.

Suggested topics include but are not limited to:

- Categorisation of risks and costs in developing and using games and simulations in Higher Education context
- Students’ costs and risks in large-class settings
- First-person accounts and analysis of the activities in producing games or simulations
- Critique of existing research on the efficacy of experiential learning techniques
- Alignment of games or simulations to learning objectives
- Methods of proving efficacy of experiential learning techniques, beyond the end-of-module surveys



Dr Ian Stewart is Senior Lecturer and Academic Lead of the Management of Projects Research Group at the University of Manchester and Fellow of the Higher Education Academy. In teaching, he contextualises business and management Higher Education for projectised contexts, particularly construction and engineering. He has researched and used numerous experiential learning activities; live case studies, games and simulations. Through this, Ian won ‘Education Practitioner of the Year 2018’ from the British Academy of Management and a grant from them to support his research into the human and financial costs of experiential learning techniques for academics and students.

Submission details

In the first instance a 300 word abstract is required, to be received by **04 March 2020**. Please read the guidelines at <http://www.academic-conferences.org/policies/abstract-guidelines-for-papers/>

Submissions must be made using the online submission form at

<https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/>

If you have any questions about this track please email the mini track chair: i.c.stewart@manchester.ac.uk

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