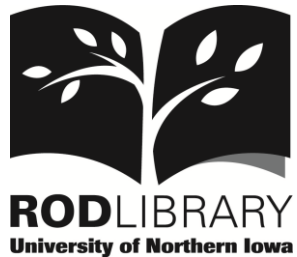




# **Come on Down! Gaming in the Flipped Classroom**

**Angie Cox**  
**Instruction & Liaison Librarian**





**Why  
Gaming?**

# Research says...

- ◎ Benefits of gaming in the classroom is heavily documented in the literature.
  - Cognitive, social, emotional, motivational benefits (Granic, I., Lobel, A., & Engels, M.E., 2014)
- ◎ “Can engage players to learn...and can stimulate players’ ability to think and create meaning.”
  - (Jabbar & Felicia, 2015; Dickey, 2005; Whitton, 2011; Ermi & Mayra, 2005)



“

*“Video games by their very nature require students to be **actively engaged**. This engagement increases students’ interactions with content and, in many instances, with each other.”*

*-Del Siegle, 2015*



1.

# Beyond Google: A Credit Course


A bit of context



# Beyond Google

A decorative network diagram in the top right corner, consisting of various sized circles (nodes) connected by thin lines (edges). Some nodes are solid grey, while others are hollow with a grey outline. The connections form a complex, branching structure.

## ◎ Credit Course (1 credit)


- 7 weeks
  - Point-based class
    - “Buffet-style” learning
  - Flipped classroom environment
    - Limited lecture
    - Focus on high student engagement
  - Gaming a big component of course
- 
- A decorative network diagram in the bottom left corner, similar to the one in the top right, featuring a cluster of interconnected nodes and lines.



# Learning Types

# Different Learning Types



- ◎ Not learning types in traditional sense
  - ◎ Gaming that caters to:
    - Individual learning
    - Group learning
    - Peer-to-peer learning
- 




A close-up photograph of a yellow board game. The board features various pieces, including a yellow pawn and a red pawn in the foreground. The text "Gaming Types" is overlaid on the image, enclosed in a dashed white circle. The background is blurred, showing other pieces and the board's layout.

# Gaming Types

# General Criteria

A decorative network diagram in the top right corner, consisting of various sized circles (nodes) connected by thin lines (edges). Some nodes are solid grey, while others are hollow with a grey outline. The connections form a complex, interconnected web.

- ◎ Affordability
  - ◎ Easy-to-use
  - ◎ Speed
    - Quick to create
- 
- A decorative network diagram in the bottom left corner, similar to the one in the top right, featuring a mix of solid and hollow nodes connected by lines.

# Kahoot



## ◎ Basics

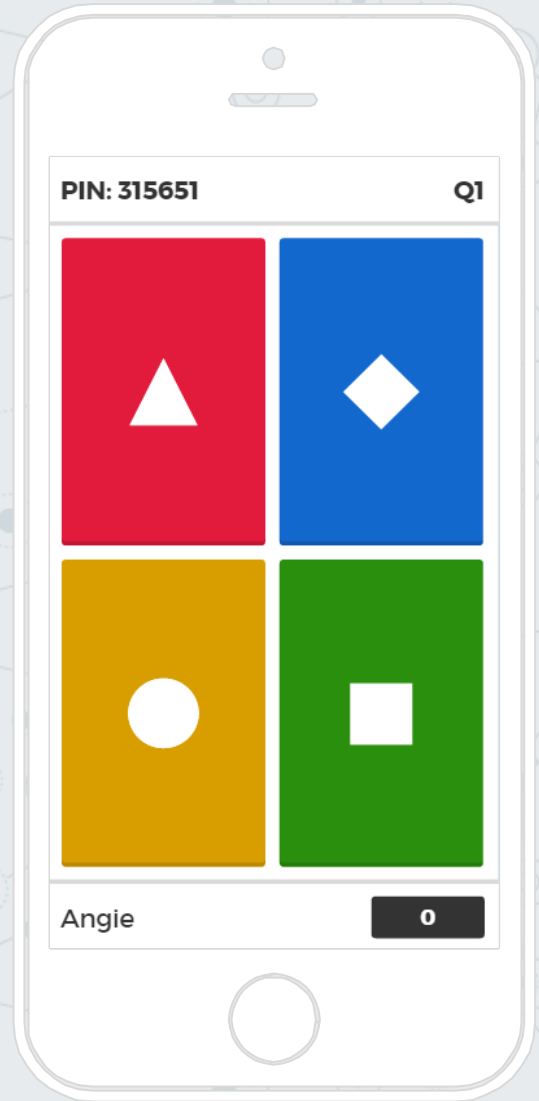
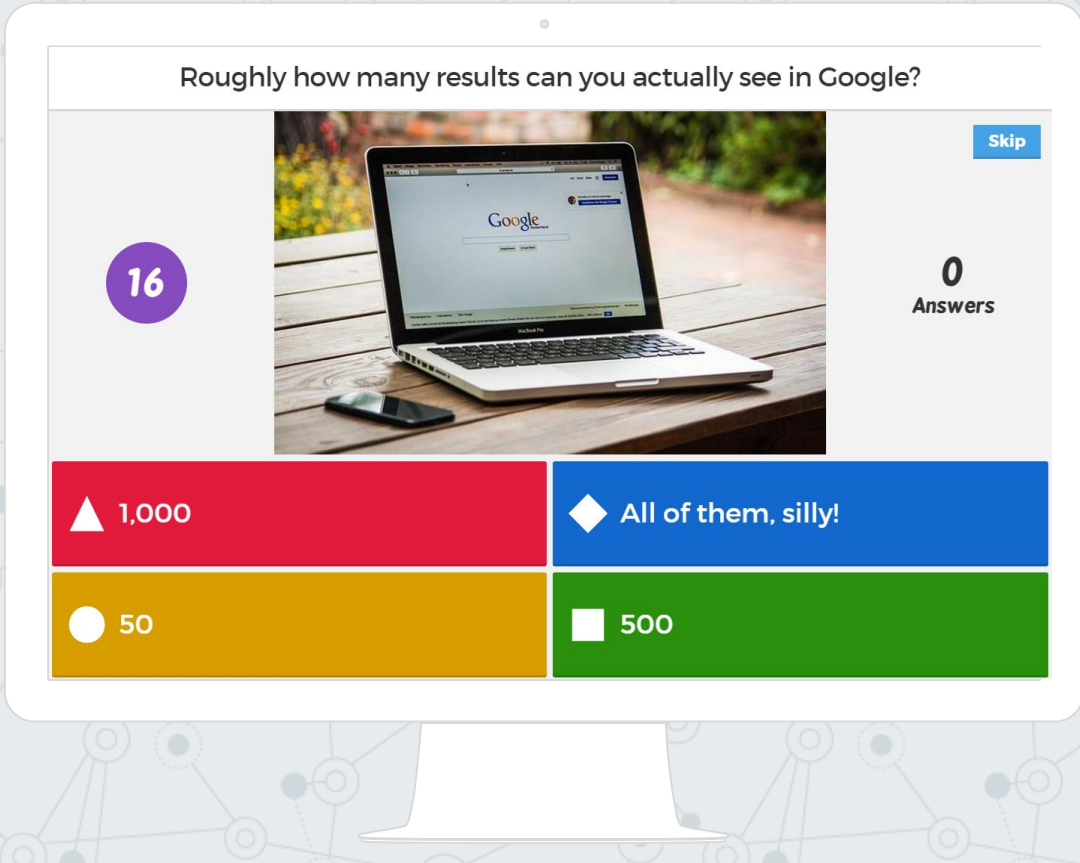
- Game show atmosphere with multiple choice
- Played from multiple platforms (BYOD)
- In class gaming experience

## ◎ Assessment

- Large group formative assessment
  - Follow-up teaching moments
- Potential for summative assessment

## ◎ Highest level of student engagement





## Kahoot Demo

# Quizlet



## ◎ Basics

- Out of class (Individual) gaming experience
- Pre-loaded terms and “definitions”


## ◎ Benefits

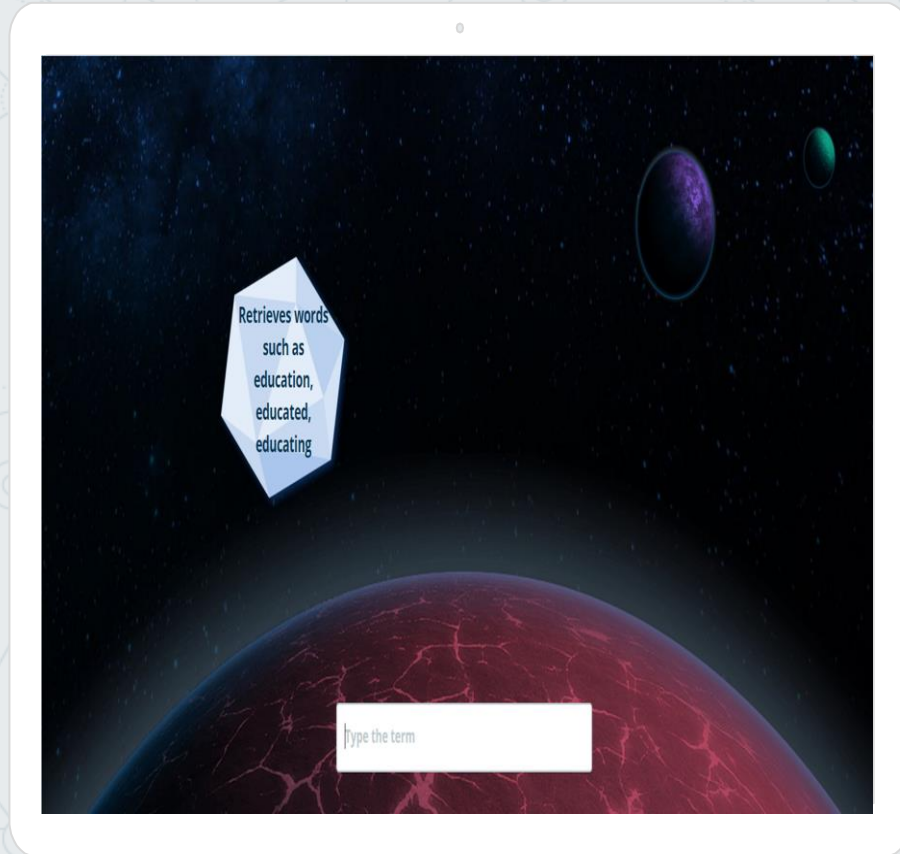
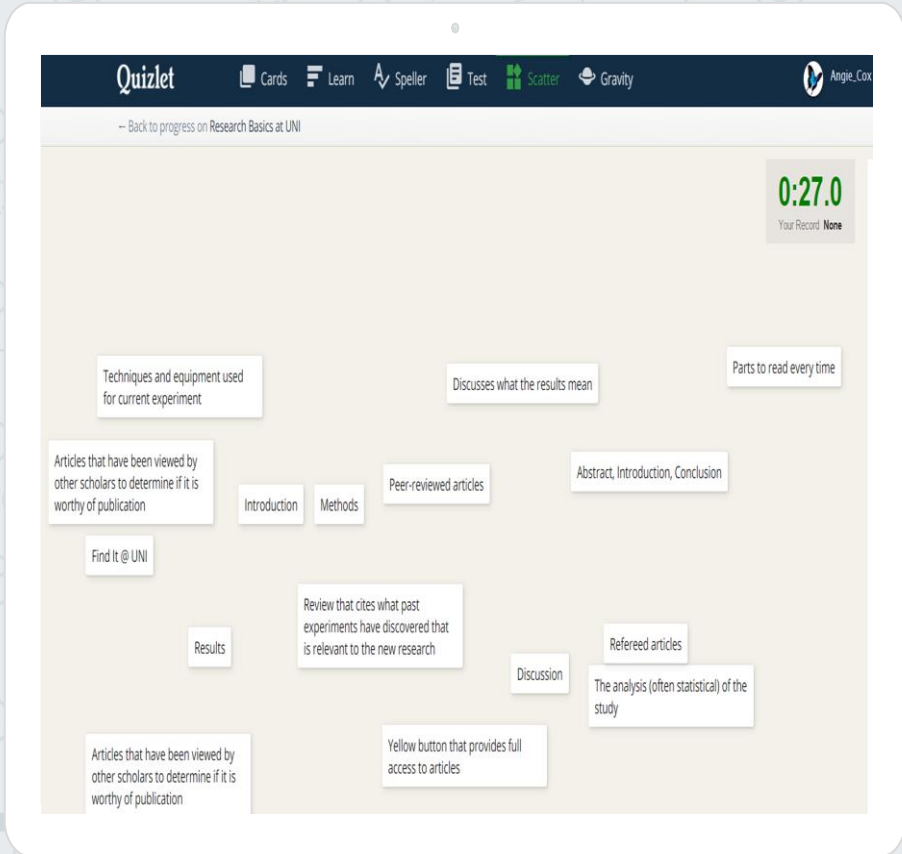
- Students come to class more prepared
- Increased test scores

## ◎ Drawbacks

- Limited flexibility with pre-loaded terms

## ◎ Assessment

- Mastery learning capability
  - Summative assessment capability
- 



# Quizlet Demo

# Team Challenge



## ◎ Basics

- In class gaming experience
- Each group given same question and race to correct answer
  - Example:

## ◎ Group and/or peer-to-peer learning

- Instructor created groups

## ◎ Encountered challenges

- Know your audience
- Modified version

## ◎ Formative assessment







# Applications for Other Settings

## ◎ Different Types of Libraries

- Academic
- School Libraries
- Public

## ◎ Beyond the library (and into the classroom)

- Embedded across the curriculum

## ◎ All ages

- Know your audience
  - Team Challenge
  - Quizlet
- Kahoot (All ages)

# Concrete Examples

- ◎ Introducing new concepts to a group
- ◎ Reviewing concepts with a group
- ◎ Group work (Team Challenge)
  - One shots; hands on working session after content been introduced
- ◎ Mastery learning of key concepts for classroom teacher (Quizlet)
  - Embedded in classroom
- ◎ Gaming toolkit for campus
- ◎ Any additional ideas?



**Thank you!**

**Any questions?**

**Angie Cox**  
**Instruction & Liaison Librarian**  
**University of Northern Iowa**  
**[angela.cox@uni.edu](mailto:angela.cox@uni.edu)**



## Credits

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