

D19 Materials for training courses

Citation for published version (APA):

Van Rosmalen, P., & Van den Brink, H. (2014). *D19 Materials for training courses*.

Document status and date:

Published: 01/01/2014

Document Version:

Peer reviewed version

Please check the document version of this publication:

- A submitted manuscript is the version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher's website.
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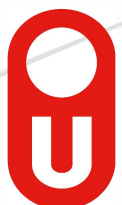
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Continuing/Higher Education in Research Methods Using Games
CHERMUG

Project Deliverable Report

Deliverable nr	19
Name of Deliverable	Deliverable 19: Materials for training courses
Work Package	WP4: Develop and run teacher training courses
Task	Deliverable 19: Materials for training courses
Date of delivery	Contractual: 02-28-2014 Actual: 31-01-2014
Code name	Version: 0.0 Draft <input type="checkbox"/> Final *
Type of deliverable	Service / Product
Security (distribution level)	PU
Contributors	Peter van Rosmalen, Henk van den Brink
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WP/Task responsible	Madalina Manea
EC Project Officer	Emilia Venot
Abstract (for dissemination)	The 4 CHERMUG videos (Deliverable 19) provide guidance to potential users of the games, such as research methods tutors, about what the games are, why tutors might choose to use the games and how to use the games.
Keywords List	CHERMUG, Serious Games, Research Methods, Statistics, qualitative, quantitative, videos



Lifelong Learning Programme

Background to change in the Deliverables 18 Pedagogic Guides and 19 Materials for training course

Early piloting suggested that the CHERMUG quantitative and qualitative games were quite self-explanatory and easy to play and training courses as such were not required for the teachers to run the games. In addition the games were going to be played online at home by some players.

Consequently the focus of **work package 4: Develop and run teacher training courses** changed from developing and running teacher training courses and more effort was invested in developing staff and student support guides which could be used online (**Deliverables 18 Pedagogic Guides**). Since “materials for training courses” was covered in Deliverable 18, it was felt that Youtube videos would provide a useful complement to the guides by flagging up the game to tutors who might be interested in using the games.

Deliverables 19 Materials for training course

The 4 YouTube videos (Deliverable 19) are targeted at potential users of the CHERMUG games. They provide a general introduction to the games, describe the CHERMUG games, provide an explanation of why tutors might choose to use the games and an account of how to use the games in teaching research methods and statistics. The CHERMUG videos were developed by OUNL. They are available on the CHERMUG website (www.chemug.eu) but can also be downloaded from the following YouTube links:

1. CHERMUG Games Introduction <http://youtu.be/BDc1bUEjHbc>
2. What are CHERMUG games? <http://youtu.be/cB-JS4wntd0>
3. Why CHERMUG games? <http://youtu.be/NntlobanHLk>
4. How to use CHERMUG games <http://youtu.be/GVbO2zqnm0w>

The videos provide a means of encouraging teachers to use the games and the materials were developed for both face-to-face delivery and online delivery. Due to time and resource constraints, the videos are only available in English. They are available on the CHERMUG website (www.chemug.eu)