Tabletop Games and 21st Century Skill Development Lauren Hays November 9, 2016

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Game Debriefing Strategies and Protocols

Strategies

- Games do not "teach themselves".
- Debriefing steps:
 - 1. Learning goals should initially guide discussion.
 - 2. Listen in order to create dialogue, not just to "check off" correct answers.
 - 3. Feelings first (best, worst, highs, lows).
 - 4. Storytelling next (as if telling a friend about the game).
 - 5. "Take-aways" next (compare and contrast the game with other content that has been learned).
 - 6. Modifications and future suggestions last (maybe try it).

Thiagi's Six Phase Model

- How did you feel during the game?
- What happened during the game?
- What did you learn during the game?
- How does that learning connect to your own life experience?
- How could you use what you learned in another time or place?
- What will you do now with this information?

Protocol 2

Questions (paraphrased):

- What happened?
- How did it happen?
- What principles are at work?
- How did you feel?
- What did you think?

Methods:

- Checklists
- Informal discussions
- Structured discussions
- Written commentaries
- Establish a personal link

References

May, D. G. (1997/2005). Simulations: Active Learning for Gifted Students, pgs. 27-37

Thiagarajan, S. (February, 2004). Six phases of debriefing for performance. Retrieved from http://www.thiagi.com/pfp/IE4H/february2004.html

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