"The learning starts when the game stops: Debriefing as the fount of learning from games."

JULY 03 + 04, 2014

Pre-Conference Workshop
45th ISAGA CONFERENCE
JULY 07-11, 2014
DORNBIRN, AUSTRIA
at FHV University

"The shift from teaching to learning: individual, collective and organizational learning through gaming & simulation"
WORKSHOP

“The learning starts when the game stops: Debriefing as the fount of learning from games.”

Facilitators

David Crookall, Elizabeth Tipton, Peter Dieckman, Willy Kriz; Richard Powers (not yet confirmed)

Rationale & Objectives

_ This workshop is based on the thesis and widely observed fact that the real learning in simulation/game–based education starts when the simulation/game stops. Learning occurs only if some form of in– or post–game debriefing is accomplished.

_ If we wish learners to come out of the session being able to say “I see the point” or “I learnt” or “I now understand”, then in–game and post–game debriefing needs to be done and done thoroughly. Undebriefed learners can easily carry a message “that was fun, but I’m not sure why we did it”. That is a negative message, bad for the learner and for the profession. If the terms simulation/game and ‘serious game’ are to carry a strong and positive message, then the games need to be seriously debriefed.

_ Most debriefings, when they are carried out, tend to be rather superficial moments, done hurriedly and superficially. Even if the facilitator intends to do debriefing, ‘lack of time’ becomes an excuse (unjustified) not to do it.

_ We tend to become fixed (or even fixated) on the simulation/game, often exciting and flashy, and forget that it is an experience that needs to be processed in order to draw out the learning.

This Workshop Will Help Participants to

_ understand the debriefing process more deeply,

_ encounter several types of debriefing,

_ gain skills in designing debriefing sessions tailored to both learning process and learning objectives,

_ gain insight, confidence and skill in conducting debriefing sessions, and

_ develop materials and procedures for debriefing.

A session during the main conference will be reserved for workshop participants to present their creations and get further feedback.

Registration and Information

Registration at: www.ISAGA2014.com
Information: preconf@isaga2014.com
Maximum Number of Participants: 24
Costs (including lunches and refreshments): € 120,-

The workshop takes 2 full days (including an hour lunch break and two 30–minute refreshment breaks per day).