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Games, Learning, and Classroom Community

Joe Ervin
University of Nevada, Las Vegas, joseph.ervin@unlv.edu

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Games, Learning, and Classroom Community

Joe Ervin, *Assistant Professor-in-Residence*
UNLV Academic Success Center

The practice and the need it addresses	Evidence this practice benefits UNLV Students	Resources and where to find them	How other UNLV teachers might adopt this practice

Overview

The use of games in my COLA 100E classroom makes up a small minority of my instructional approach. The games are used to compliment my regular pedagogy. The two games that I utilize consistently are Kahoot! and UNLV Trivia. Both games require very little in regard to materials and preparation. The games are free, and no outside preparation is needed for students to learn to play. Instructors can learn to implement the games fairly quickly. Because the games make up only a small portion of the entire pedagogy, instructors can easily test the games without disrupting their normal approach. Both games can be adapted to fit various subjects. Students have made positive comments about the games in Course Evaluations.

Objectives for Use

- To promote classroom engagement and active participation.
- To promote a sense of community and belongingness in the classroom.
- To facilitate cooperation and communication.
- To reinforce the readings and promote the retention of information.
- To promote university identification and university awareness.

Student Comments

"The fact that there was a lot of class participation. This made the class seem more fun, but we were also learning the content at the same time. Talking freely in class and being able to express each of our opinions was really different and exciting compared to the rest of my lecture classes. The kahoot games about the chapters were a lot of fun as well."

"The class discussions and interactive activities were a good approach to teaching us certain subjects. I also really liked the Trivia Games, as it allowed us to become more aware of UNLV's history-- as well as allowing us to work with our peers more."

-From Course Evaluations, Spring 2016

Games Used

Kahoot!

- Individual play
- Multiple choice

(Kahoot!, 2016)

Content
- Assigned readings
- Miscellaneous

Materials Needed
- Smart phone or computer
- Computer, projector, internet

UNLV Trivia
http://celebrating50.unlv.edu/trivia.html

- Team play
- Teams of 3 - 6

(University of Nevada, Las Vegas, 2016)

Content
- UNLV history
- UNLV current events
- UNLV campus resources
- UNLV fun facts

Materials Needed
- Answer sheets, pens
- Computer, projector, PowerPoint

Transferability

Kahoot!

- Can be used to reinforce concrete facts in most disciplines

- Minimal setup; minimal materials

- Quick and easy

- Prizes/rewards/incentives for winners

UNLV Trivia

- Can be used to facilitate cooperation in a variety of disciplines

- Minimal setup; minimal materials

- Prizes/rewards/incentives for winners

References

Kahoot! (2016). *Learn happy learn loud* [Digital Image]. Kahoot! Retrieved from https://getkahoot.com/how-it-works

University of Nevada, Las Vegas (2015). *University identity* [JPG Image]. University of Nevada, Las Vegas. Retrieved from https://www.unlv.edu/identity/downloads