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## Game Based Learning: Gaming in Education

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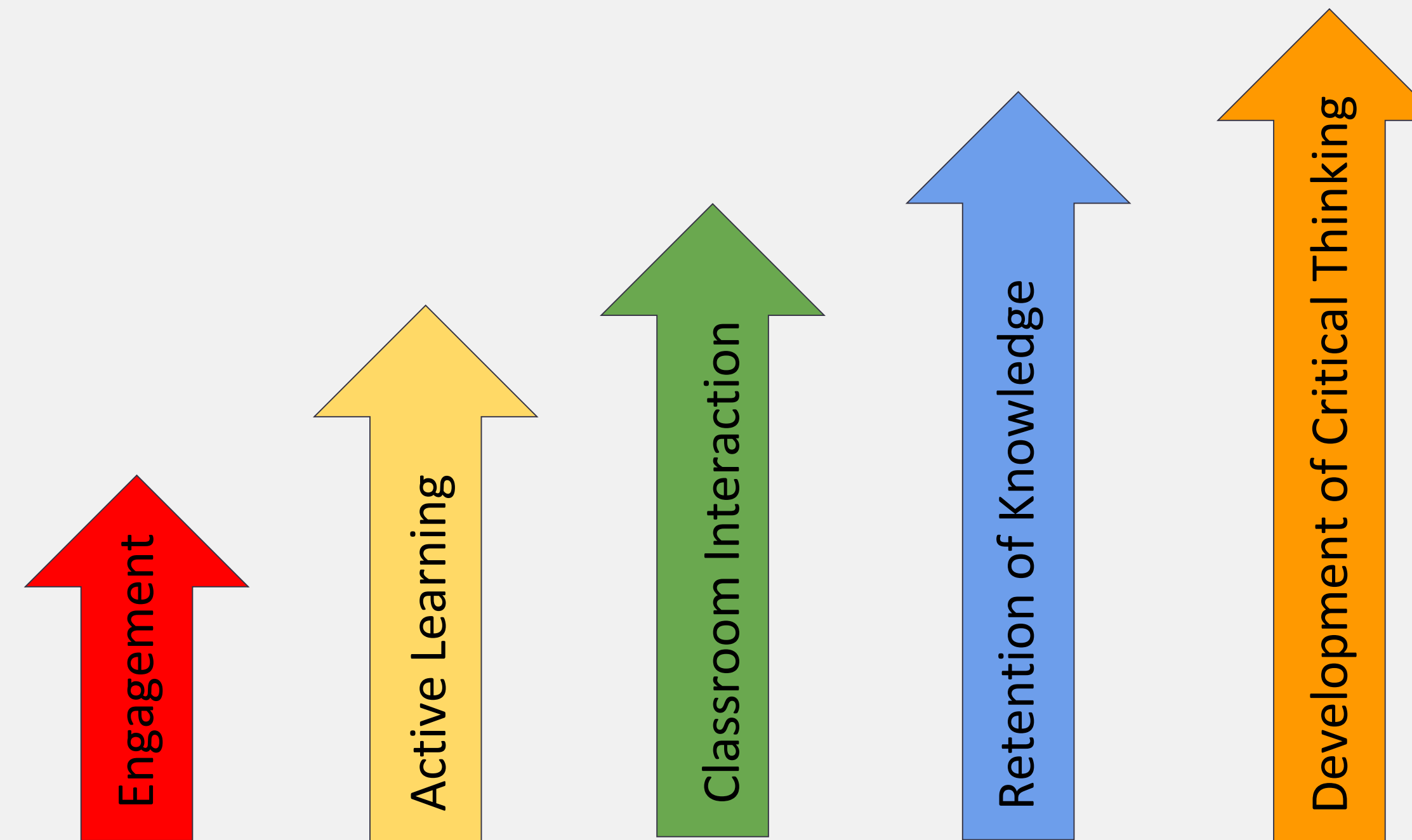


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Best Teaching Practices  
Expo 2020

## Teaching Practice

- Higher education utilizes many different teaching practices
- Teaching using methods of gaming is underutilized
- Capitalize on the technologies students use in their day to day lives through gaming in the classroom
- Gaming as a teaching practice fosters socialization and collaboration, and motivates learning
- Gaming in the classroom promotes engagement in the student while learning
- Gaming allows students to apply critical thinking and clinical judgement to the content they are learning
- Gaming can help improve problematic learning areas for the students in nursing education



## Evidence of Benefits

Gaming enhances and engages active learning providing more interaction in the classroom, retention of knowledge, and encourages development of critical thinking

## Use Across the University

Any instructor can implement gaming in their classroom by:

- Inputting course content into game template
- Building games into group work in classroom
- Utilizing websites to create game with course content
- Challenging students to create their own games with classroom content

## Resources and Examples

- Crosswords & Word Search – [www.wordmint.com](http://www.wordmint.com)
- Trivial Pursuit – <https://www.paperzip.co.uk/trivial-pursuit-board-game/>
- Kahoot – [www.kahoot.com](http://www.kahoot.com)
- Jeopardy – <http://www.group-games.com/stationary-games/twenty-questions.html>
- BINGO – <https://bingobaker.com>

