Using Wargames in the Classroom

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Definition of Educational Game:

Educational games are representations of conflicts, competitions, or coordination problems in which individuals pursue objectives, make decisions, and experience and respond to the consequences of these decisions. They are used to improve participants' understanding of some element of existing theories, concepts, historical events, or dynamics (e.g., political, military, economic, interpersonal, etc.).
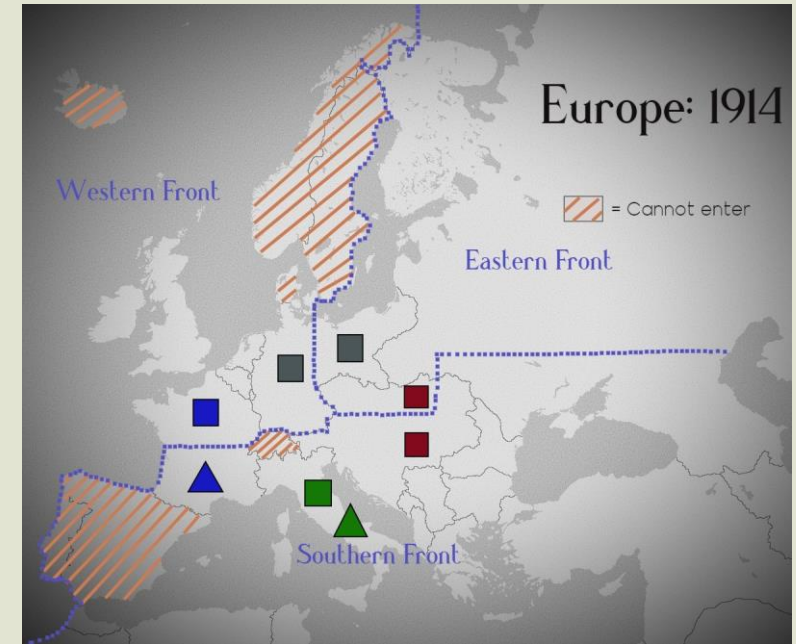
Using Wargames in the Classroom

I.   Advantages of Gaming

II. Incorporating Games in the Class

III. Dilemmas

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I. Using Games in Class: Advantages of Gaming

Some games in the classroom: Mid-East Peace, Panic on Wall Street, The July Crisis

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- <u>Experience</u> synthetic political/military dynamics

- Improve their ability to <u>evaluate</u> similar real-world events

I. Using Games in Class: Advantages of Gaming

Student Responses to The July Crisis

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II. Using Games in Class: Incorporating Games

Why are you considering a game?

II. Using Games in Class: Incorporating Games

Why are you considering a game?

- To simulate a real world historical or future event or process?

- To simulate a theory or concept?

- To build student interest in the subject?

- To build camaraderie through group activity?

II. Using Games in Class: Incorporating Games

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How do you intend to evaluate student work regarding the game?

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How do you intend to evaluate student work regarding the game?

- In-game activity? Post-game reports?

- Suggest not assigning grades for in-game outcomes

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III. Using Games in Class: Dilemmas

Some dilemmas associated with gaming in class:

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- Group Dynamics

III. Using Games in Class: Dilemmas

The Trade-offs of Gaming

Using Games in Class

Q & A