## **Classroom Fun and Games:**

Strategies For Real World Integration of Game Theory in Undergraduate Classrooms

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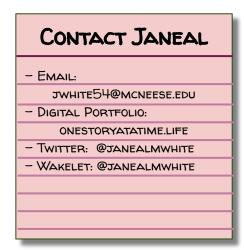
## **Objectives:**

- Distinguish three educational theories that intersect to create game theory.
- Differentiate four types of game elements as appropriate for multiple educational contexts.
- Discuss five specific strategies of game theory for adult learners.

## 3 THEORIES - SOCIOCULTURAL THEORY - BLOOM'S COGNITIVE DOMAINS - ADULT LEARNING THEORY - UNIVERSAL DESIGN FOR LEARNING - GAMIFIED LEARNING THEORY

4 GAME ELEMENTS
- Avatars - Guilds (Collaboration)
- LEVELS/POINT ACCUMULATION
- NARRATIVE CONTEXT/STORYLINE - QUESTS
- Diverse Activities

5 STRATEGIES
- STUDENT CHOICE/OPTIONS
- EDUCATIONAL ARTIFACTS
- Case Studies
- POINT ACCUMULATION
- Guided interactions (Clear
INSTRUCTIONS & RUBRICS)



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