

#204-04

# Classroom Fun and Games:

## Strategies For Real World Integration of Game Theory in Undergraduate Classrooms

**Janeal M. White, McNeese State University**  
jwhite54@mcneese.edu onestoryatatime.life

### 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)

### CONTACT JANEAL

- EMAIL: JWHITE54@MCNEESE.EDU
- DIGITAL PORTFOLIO: ONESTORYATATIME.LIFE
- TWITTER: @JANEALMWHITE
- WAKELET: @JANEALMWHITE