

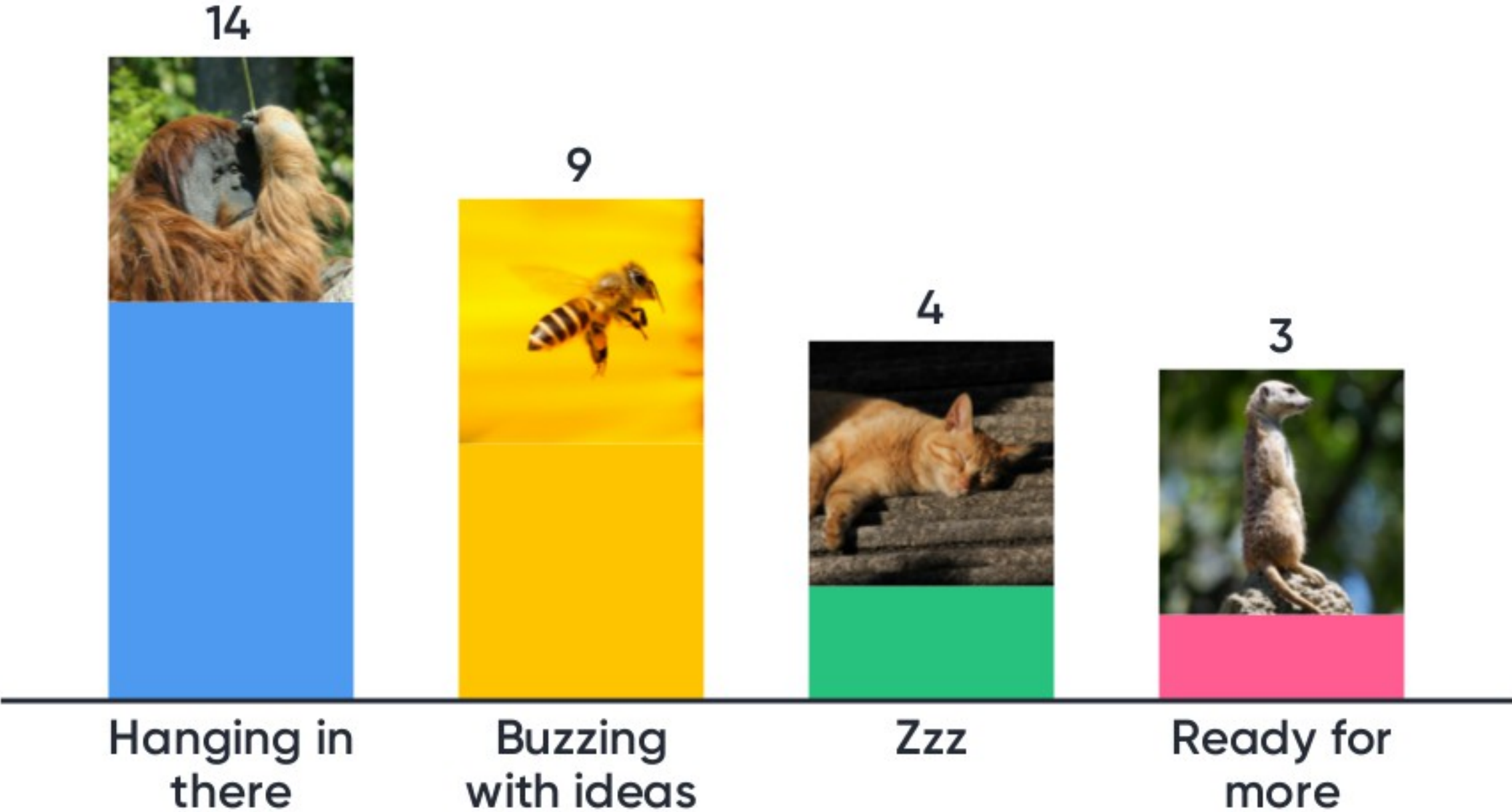
Building Learning Communities Through Building in a Virtual World (Minecraft) ...and then breaking them



Dr Louise Drumm
Department of Learning and
Teaching Enhancement



How are you doing?





MINECRAFT

EDUCATION EDITION

Learning and Teaching Conference

20 June 2019



CHEMISTRY LAB JOURNAL
How to create elements, compounds, and products.

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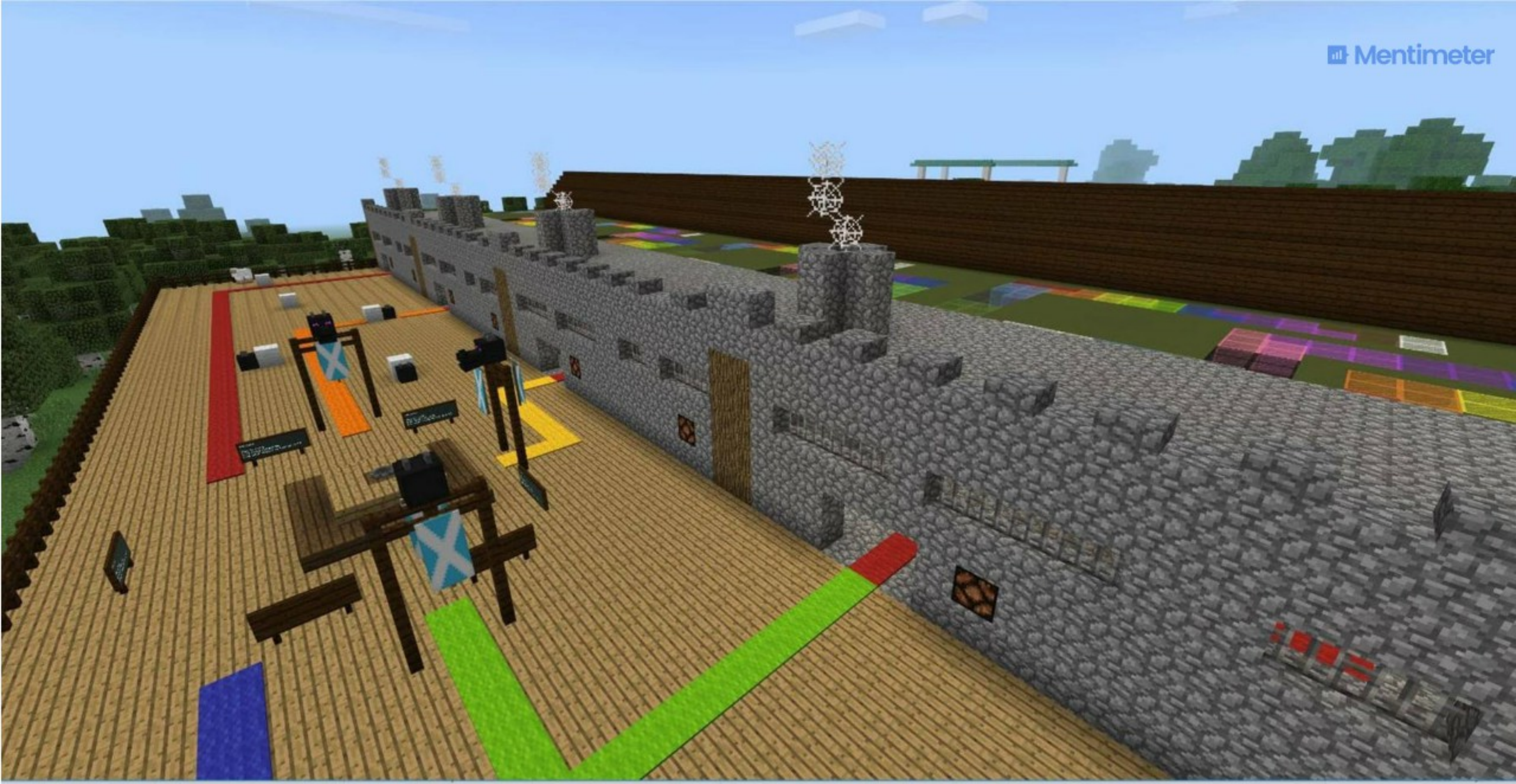


CODE BUILDER FOR MINECRAFT
Learn to code with Minecraft

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What was the hardest thing about today's workshop ?

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- It's very confusing if you don't play computer games
- it was pretty cool and easy to have some hands-on experience to play
- I knew absolutely nothing - so everything was a very steep learning curve for me.

Which part of the workshop did you like most? Why?

- Building my own things
- the whole thing was fun and eye opening and very instructive
- Exploring the world, and when things did finally work!

Describe how you might use Minecraft in your own teaching or in your work

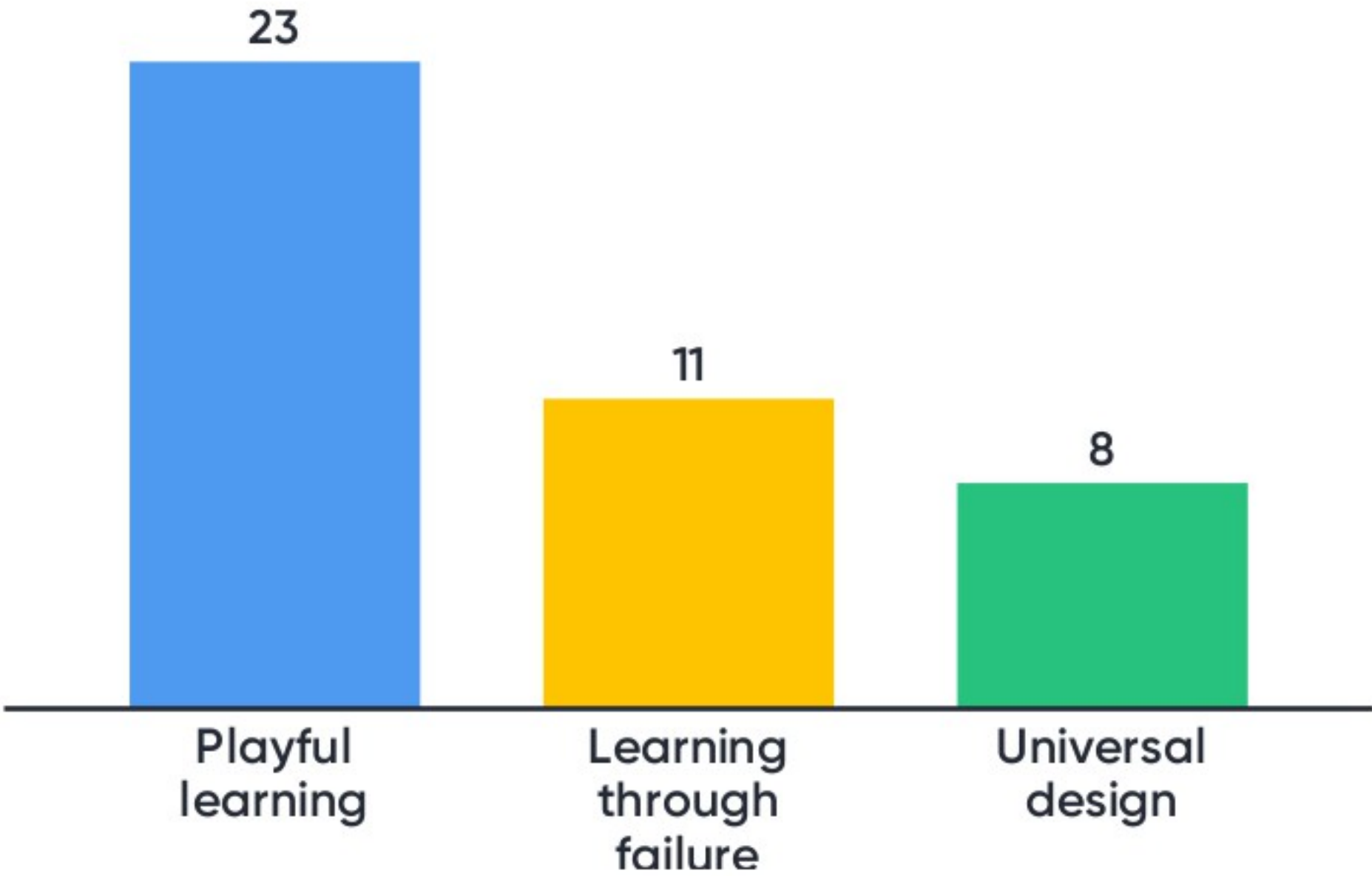
- team building and for developing prototype concepts
- easy student intro to basic electronics programming
- to build a teamwork environment for collaboration among peers
- for PGR students to represent their experiences, frustrations, aspirations





MINECRAFT
EARTH

Which of today's themes has been of most relevance to you?



What ideas are you taking away with you?

Reflecting of failure

Badge making!

Hollywood in learning

Try out mentimeter

The student isn't a failure if their work dosen't pass.

role play

being brave enough to play!

Menti

Finding ways to make kindness the default option.



What ideas are you taking away with you?

We need to talk more than once a year

Consider students who are not neurotypical

Be brave enough to experiment and play

No surprises is a good place to start

more creative learning

Play in the classroom

Explicitly incorporate kindness

More play!

I am going to submit a minecraft as patch in pgcert



What ideas are you taking away with you?

Students taking on different roles from Christine Penman's talk.

Access the Universal Design conference proceedings to find out more.

Kindness

principles of universal design - can be beautiful and non stigmatising

Using Mentimeter

Serious play can be fun and frustrating but either way it is good!

New game-based ideas for learning activities

Lego is awesome!

Playful failure



What ideas are you taking away with you?

How can I get computer games into my module?

Rethink failure

Kindness in learning, self care for staff and students

I think the playful ideas could support universal design - need to get thinking caps on (or better still collaborate with other creative people!)

Things going on here I knew nothing about eg Belonging enhancement

More play.

How to adapt board games fir teaching and learning That we need to be kind to students by revisiting assessments

LEGO!

We need to reclaim teaching and learning as something that matters.



What ideas are you taking away with you?

No surprises

Think about all students all the time when designing learning experiences

Play as an way to implement universal design for learning

Ideas for approaching large scale projects and taming the terror of the unknown via play

Self care is important for ourselves and our students

The benefit of learning from peers. See what everyone else is doing.

Face-to-face, mind-to-mind, heart-to-heart learning

Celebrate our love of learning and teaching

UD + ULD = Inclusive Educational Environment for all



What ideas are you taking away with you?

Why do we cap resits?

It's ok to use the word 'play' rather than use 'creativity'

Everything is awesome!

Trust supports failure acceptance

learning based on VR

This website!

Interdisciplinary collaboration

Lots of creativity going on at ENU - we need to share more

Play and failure all count as learning. Formative feedback/assembly need to be emphasised beyond summative



What ideas are you taking away with you?

Be braver

Relating gaming to learning & feedback

Make greater effort to reach out to colleagues

Use this, or a version of this interaction, in classroom.

learn to sketch note

Think about using LEGO for PG Cert

Invest in buying some LEGO

More creative/inclusive classroom environments

Consider offering alternative assessment options for those who need them.



What ideas are you taking away with you?

Talk to people. More people. You are a fantastic resources which is not used to its full effect.

More play and more variety in seminars!

Play as a way to include more students more often

Here we come poem

Talk about failure in healthcare

Give a "free pass" and allow people to access spoilers if they wish

Develop my 'edutainment'!

There's a real community here - join up more often....



Name one new thing you are planning to implement or do differently

role play

Play more

Creative assessments

Business ethics. Who knew??

I need to read Alyson and Chrissi's book!

Read Alison and Chrissi's book!

Use hand, heart and brain.

Read some Pat Kane

Compare TurningPoint to mentimeter



Name one new thing you are planning to implement or do differently

Re-think teaching approach to project in order to support students with kindness!

Ask my 7 year old to teach me Minecraft

Think about the inclusivity of my learning materials and assessments.

Audiobook as assessment

More board games

try sketchnoting

Showcase this work with the U!REKA network

Talk more about failure

Play games in MathsPlus



Name one new thing you are planning to implement or do differently

Embed aspects of play in the curriculum

very helpful! I will try some of the methods

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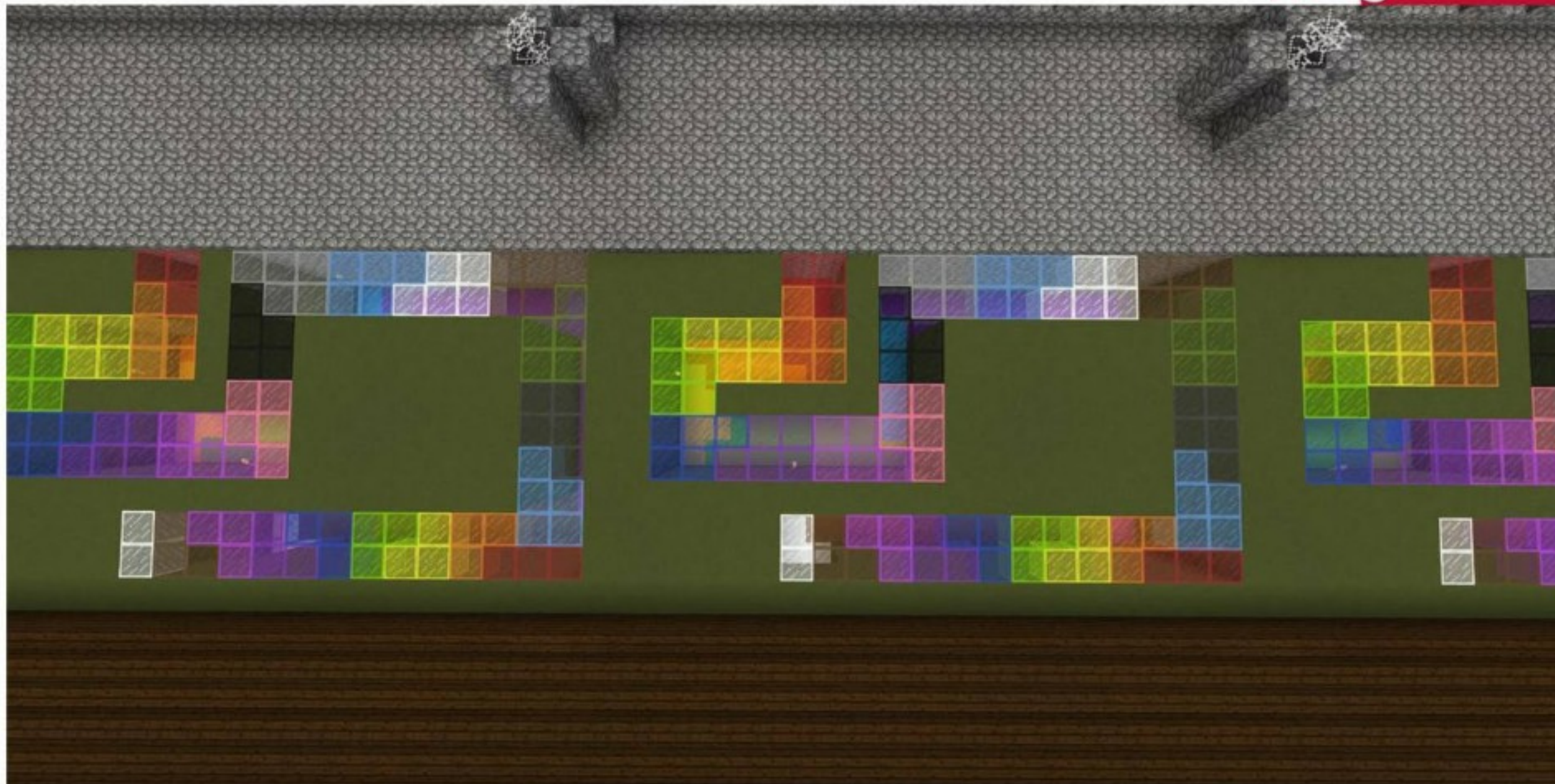


L.Drumm@napier.ac.uk



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