

Edu-Larp Paths in Education

a pedagogic research on Ethnic Prejudice and Empathy through Games



SUMMARY



WHAT EDU LARPs ARE?



CASE STUDY: 300 & YOTR



RESEARCH DESIGN and METHOD



DISCUSSION



CONCLUSION

WHAT EDU LARPs ARE?

A LARP (Live-Action Role-Playing) is a role-playing game whose character **is interpreted live**, in its **kinesthetic aspects**: the players do not limit themselves to describing the actions of their characters but, often, **perform those actions themselves**.

WHAT EDU LARPs ARE?

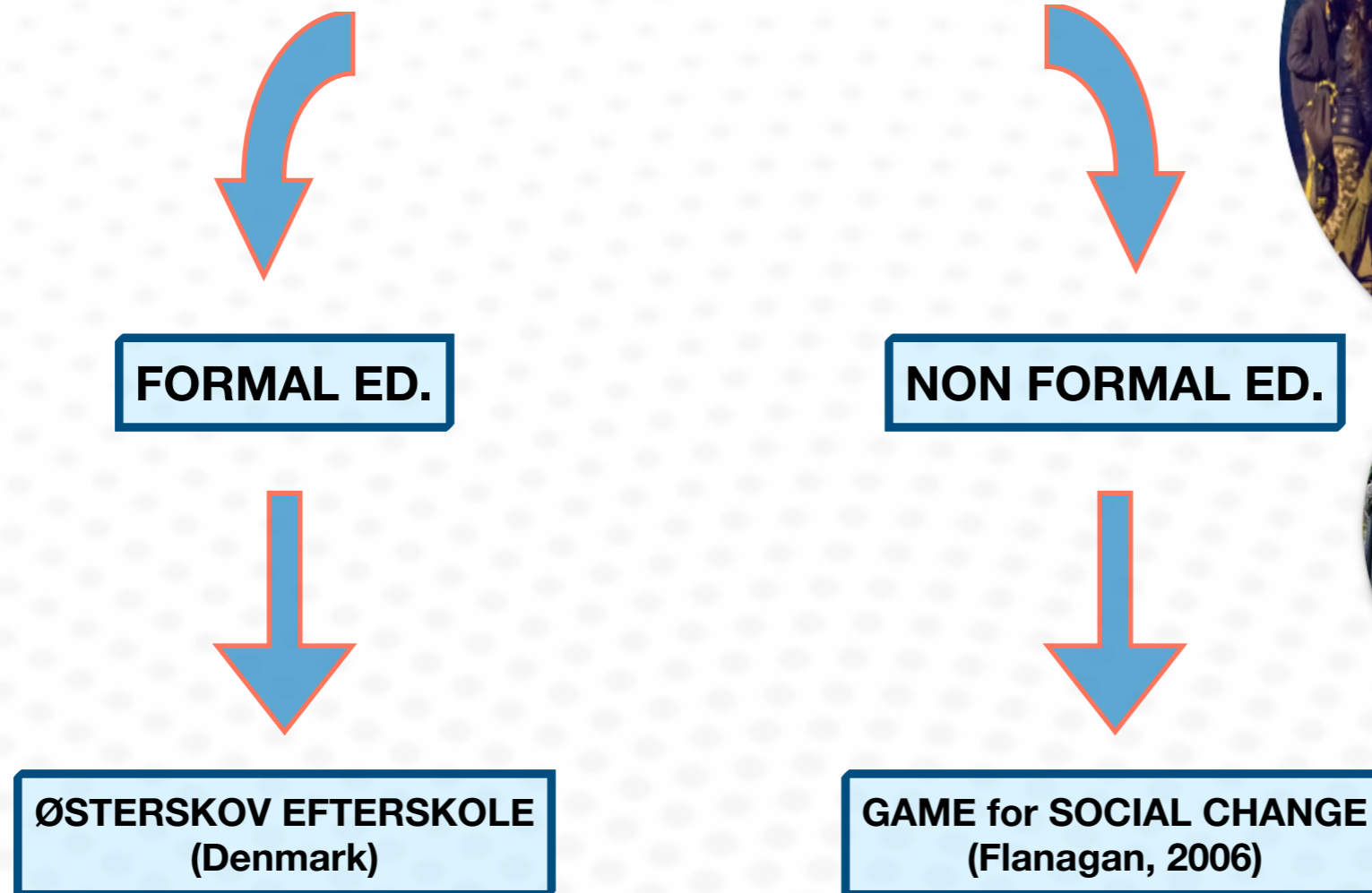
CASE STUDY:
300 & YOTR

RESEARCH
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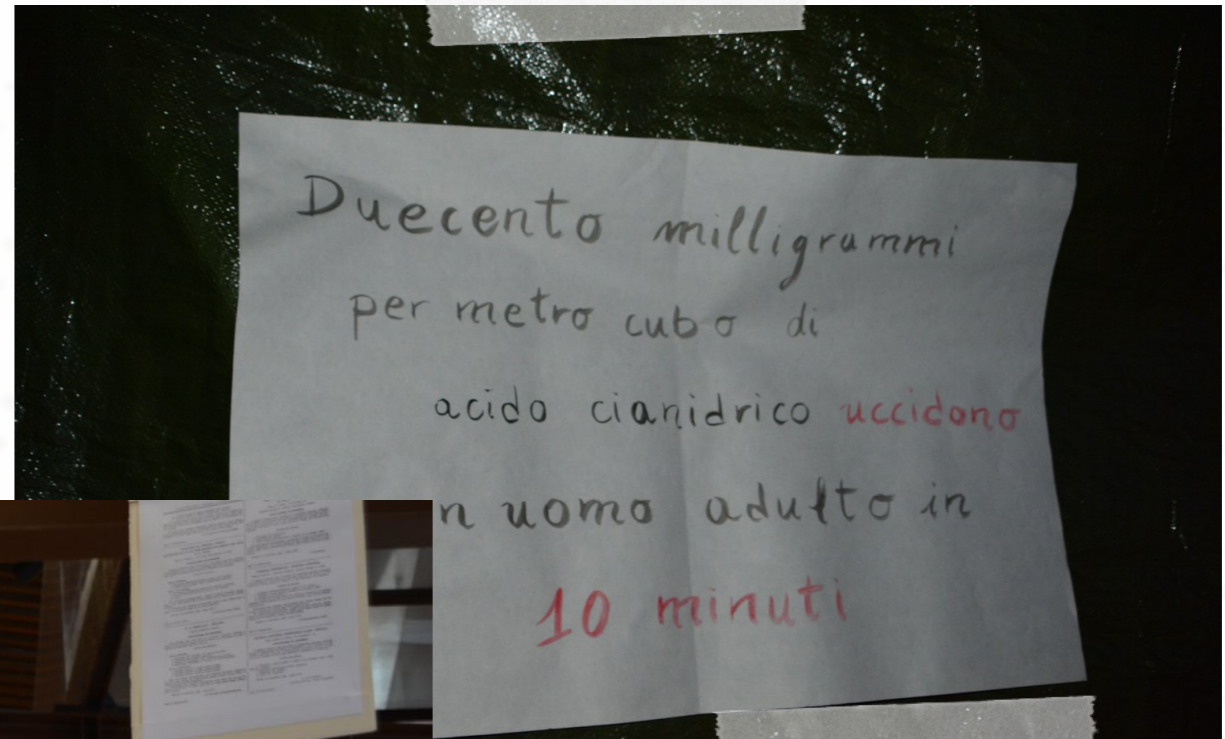
CONCLUSION

WHAT "EDU" STANDS FOR?



WHAT EDU LARPs ARE?

First game about Italian fascist laws of 1926

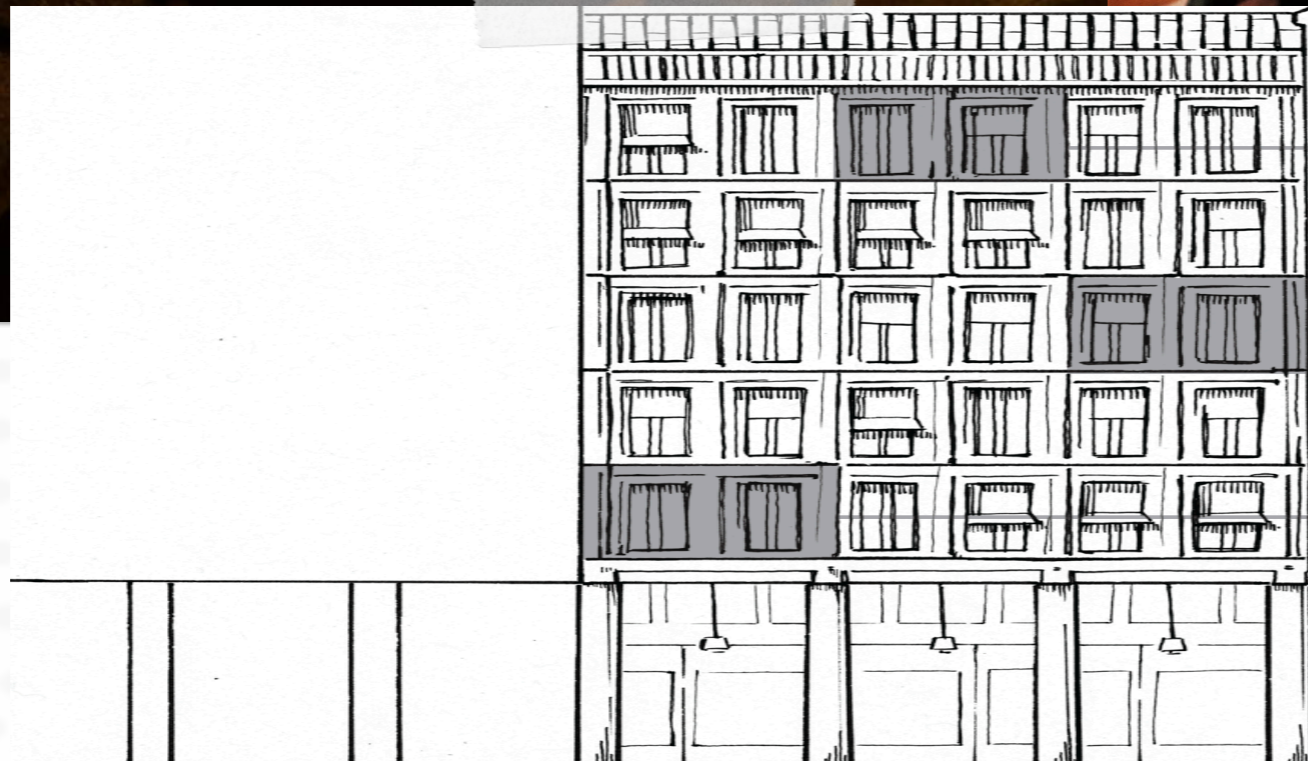


(DI RAZZA EBRAICA, ASS. SECONDI FIGLI)



WHAT EDU LARPS ARE?

Second game about Italian fascist laws of 1926



(PRIMA VENERO, CHAOS LEAGUE)



CASE STUDY: 300, THE BATTLE OF THE TENT CAMPS



La battaglia delle Tendopoli



Gioco di ruolo dal vivo di Luigi Coccia



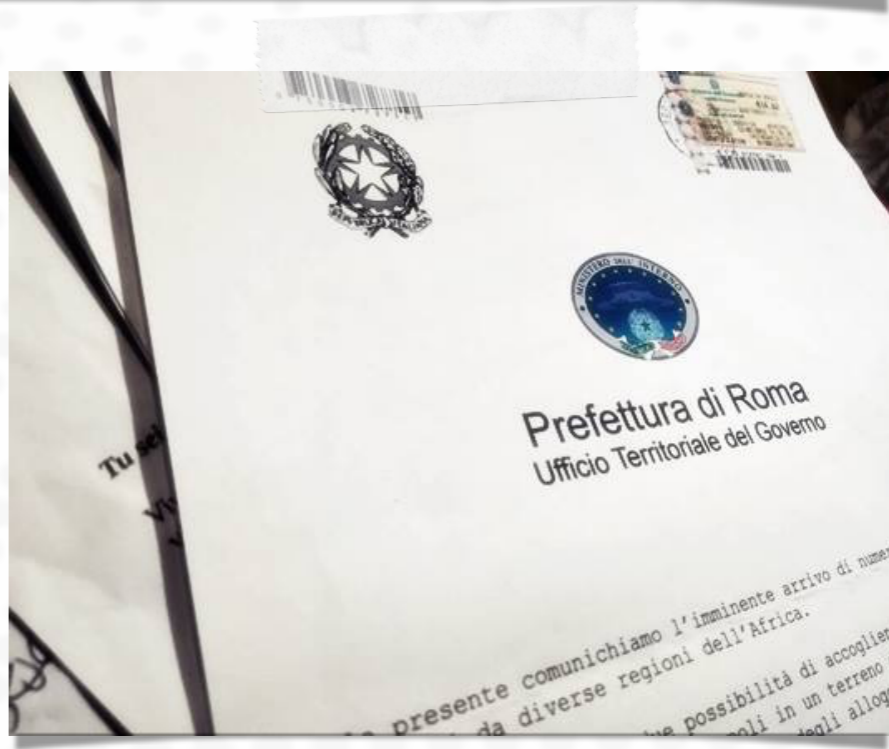
WHAT EDU LARPs ARE?

CASE STUDY: 300 & YOTR

RESEARCH DESIGN

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CASE STUDY: YOUTH ON THE RUN

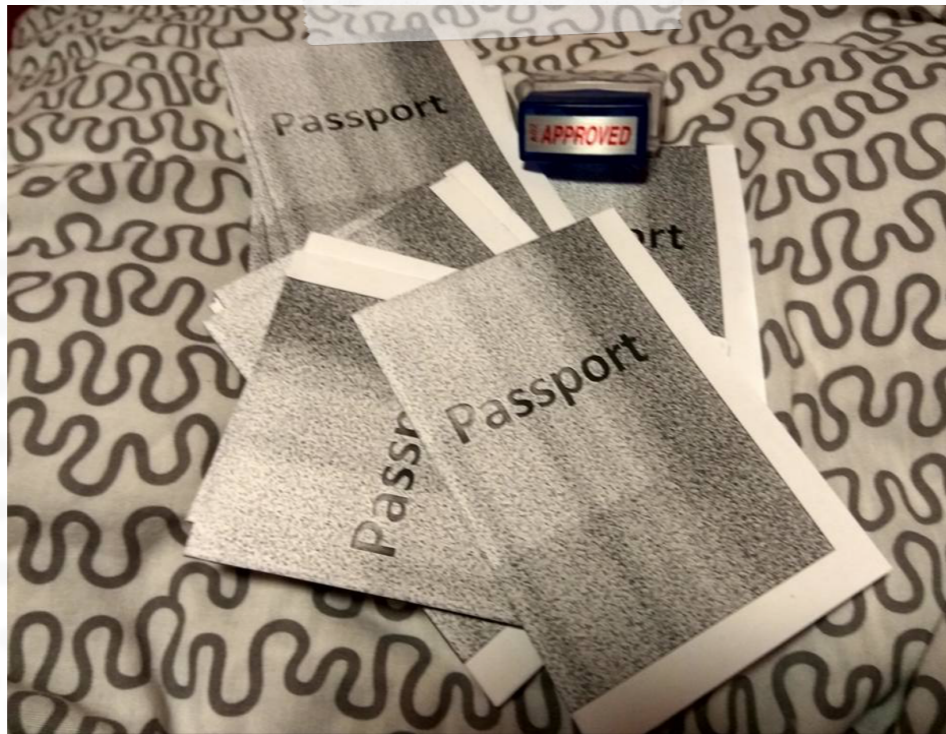
WHAT EDU LARPs ARE?

CASE STUDY: 300 & YOTR

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RESEARCH DESIGN AND METHOD

HYPOTHESIS

The participation to edu-larp reduces the prejudice and increase empathy of participants towards migrants

RESEARCH QUESTION

Which play and educational experience do the participants involved?

WHAT EDU LARPs ARE?

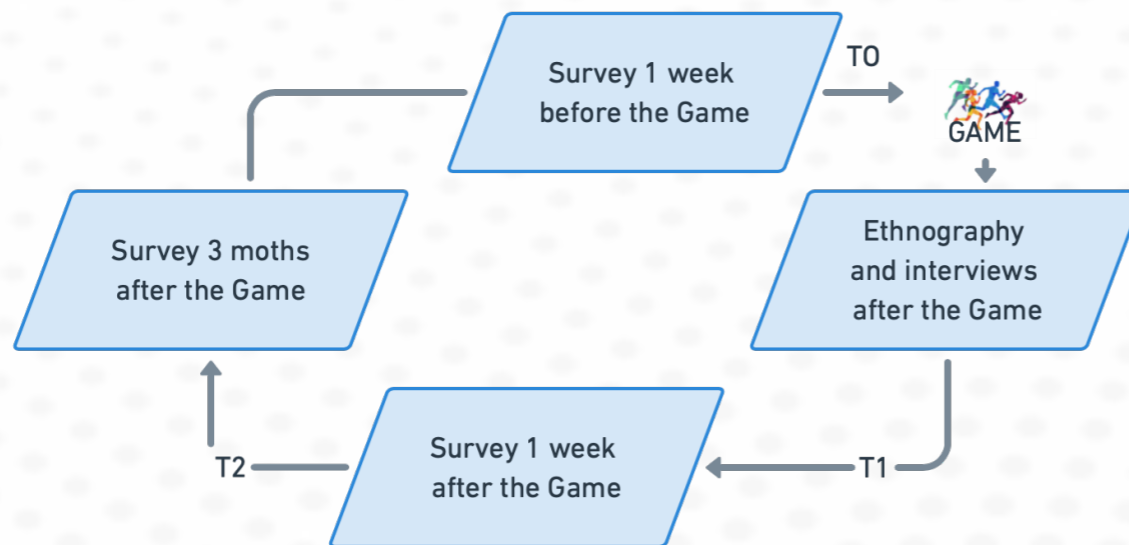
CASE STUDY: 300 & YOTR

RESEARCH DESIGN

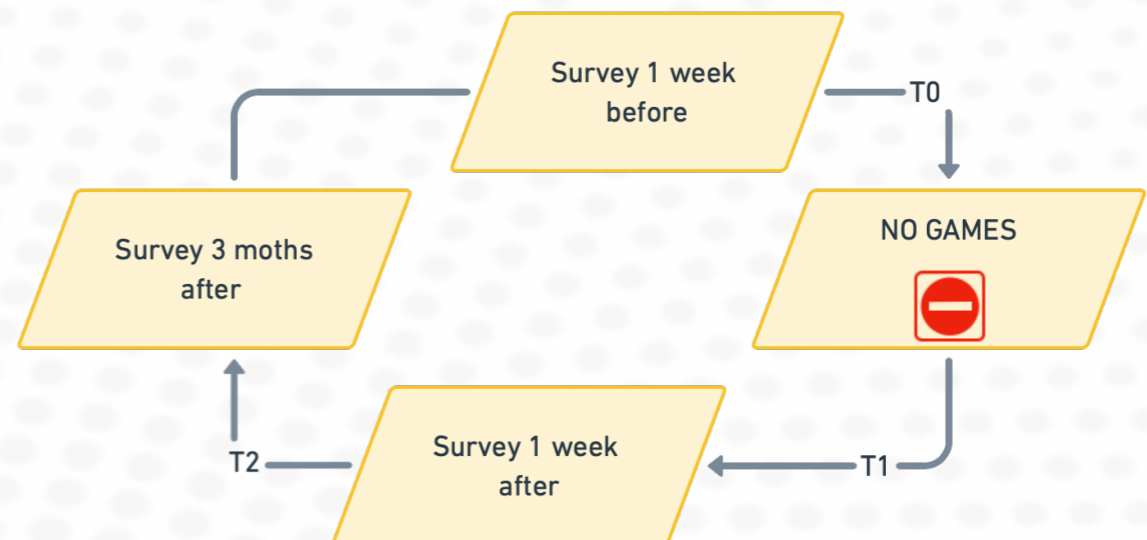
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EXPERIMENTAL GROUP (YOTR & 300)



CONTROL GROUP (NO GAME)



RESEARCH DESIGN AND METHOD

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TOPIC	TOOL	ANALYSIS
EMPATHY	<p>Inclusion of Out-group in the Self (Aaron et all, 1992)</p> <p>QCAE Empathy Scale (Batson et all, 2016)</p> <p>Prosocial Behaviour Scale (Penner et all, 1995)</p>	<p>- Repeated measures ANOVA (to test T0, T1 e T2 differences within-subjects)</p> <p>- One-way ANOVA <i>between-subjects</i> (to test the YOTR, 300 and Control Group differences between-subjects)</p> <p>- Normal distribution analysis (with statistic normalization and bias manipulation check)</p> <p>- IAT analysis according to Greenwald's scoring algorithm (2003).</p> <p>- Univariate and multivariate analysis (to test couple or group variable correlations)</p> <p>- Text semantic analysis of ethnography, survey open questions and interviews (through a posteriori text coding)</p>
ETHNIC PREJUDICE	<p>Attitude Thermometer (Alwin, 1997)</p> <p>Implicit Association Test – IAT (Greenwald, Nosek & Banaji, 2003)</p>	
PLAY EXPERIENCE	<p>Ethnographic Observation</p> <p>Free Associations at Stimulation Words</p> <p>Immersive Tendencies Scale (Newman, 2005)</p> <p>PANAS Scale (Watson, Clark & Tellegen, 1988)</p>	
GAME'S IMPACT	<p>Ethnographic Observation</p> <p>Open question survey</p> <p>Interviews</p>	

Statistical Analysis Software: SPSS, Jamovi || Semantic Analysis Software: NVIVO 10



RESEARCH DESIGN AND METHOD



SUFFERING IS NOT A GAME



SHAME !

INTERROGAZIONE A RISPOSTA SCRITTA 4/01368 CAMERA

PARLIAMENTARY QUESTION
TESTO ATTO

Atto Camera

Interrogazione a risposta scritta 4-01368

pres
LOLOBRI

Venerdì 12 ottol

il Giornale.it cronache

La Croce Rossa gioca al profugo: così educa i giovani al buonismo

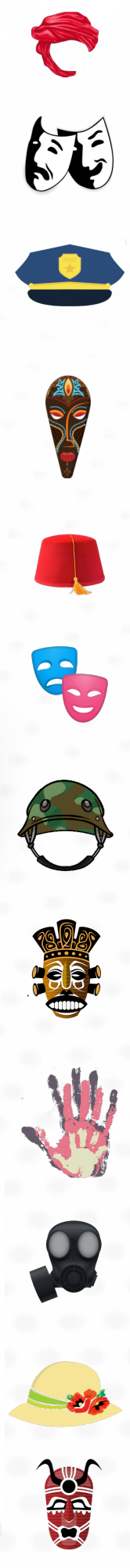
L'iniziativa dell'associazione a Medesano (Parma). Il viaggio dei migranti diventa una messinscena: noi abbiamo
RED CROSS PLAYS TO THE REFUGEE: IN THIS WAY IT EDUCATE YOUTH TO BE "BLEEDING HEART"

Gianni Colonna Operazione LAVAGGIO DEL CERVELLO, odia il tuo vicino e ama chi invade il tuo paese !.

Like · Reply · 13
BRAINWASHING OPERATION: LET'S HATE YOUR NEIGHBOUR AND LOVE WHO INVADES YOU COUNTRY

Gianni Colonna Lavaggio del cervello in tenera età come i balilla di quando c'era il duce

Like · Reply · 21h
YOUTH BRAINWASHING AS DUCE (MUSSOLINI) WITH "BALILLA"

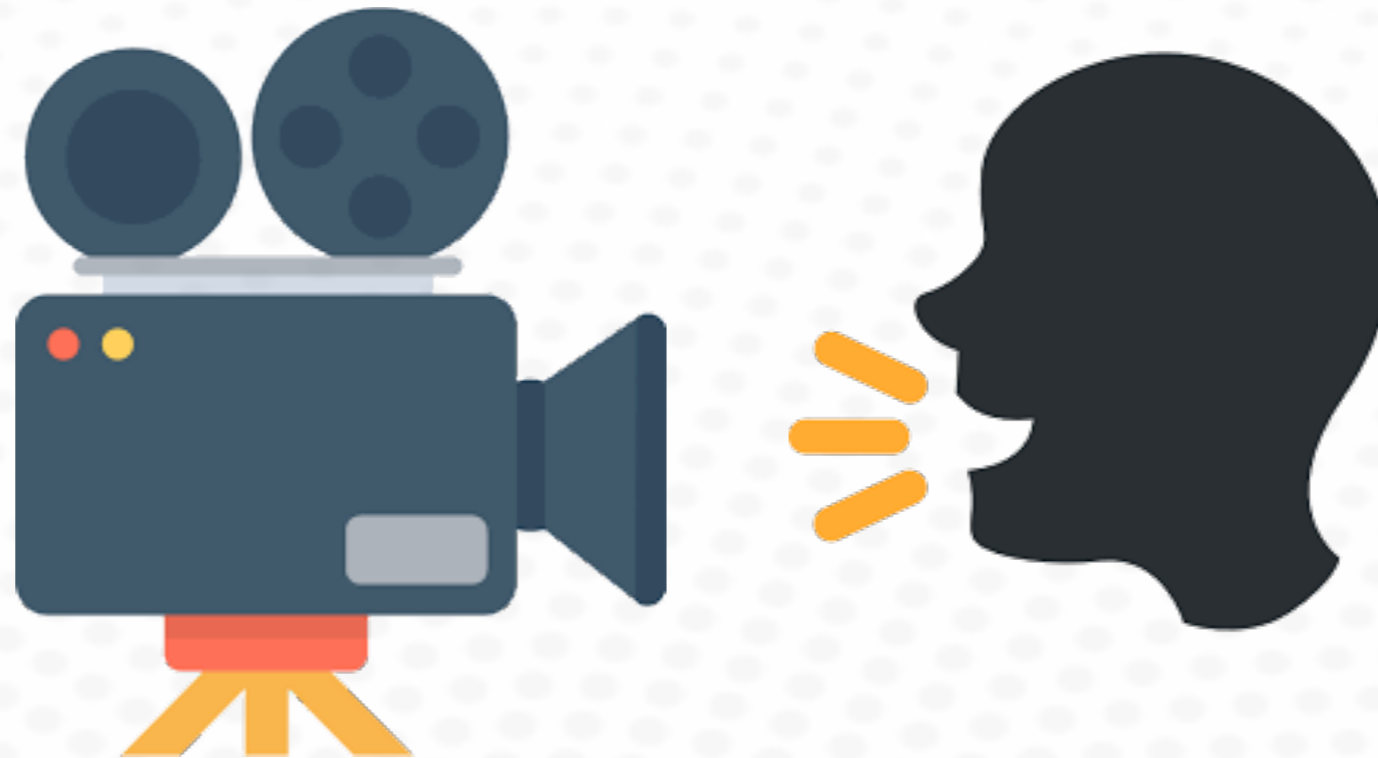


DISCUSSION & CONCLUSION

“Before being a GAME, LARP is above all COMMUNITY”

“ Larp let you to SEE and FEEL the “OTHERNESS”

(Simkins, 2014)



WHAT EDU
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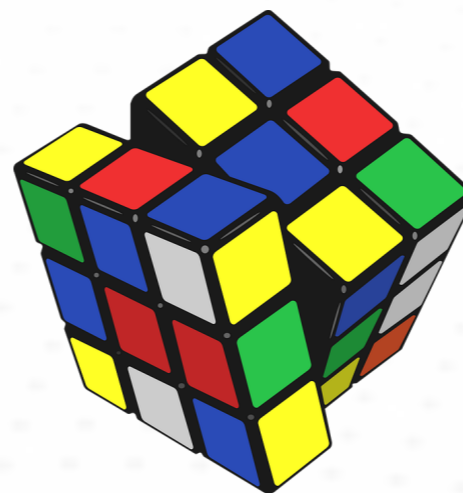
RESEARCH
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GAME OVER!



Thanks for the attention !

Andrea Maragliano

Phd Student

University of Genoa

Pedagogue

**Game Researcher
– Designer**

**andrea.maragliano
@edu.unige.it**

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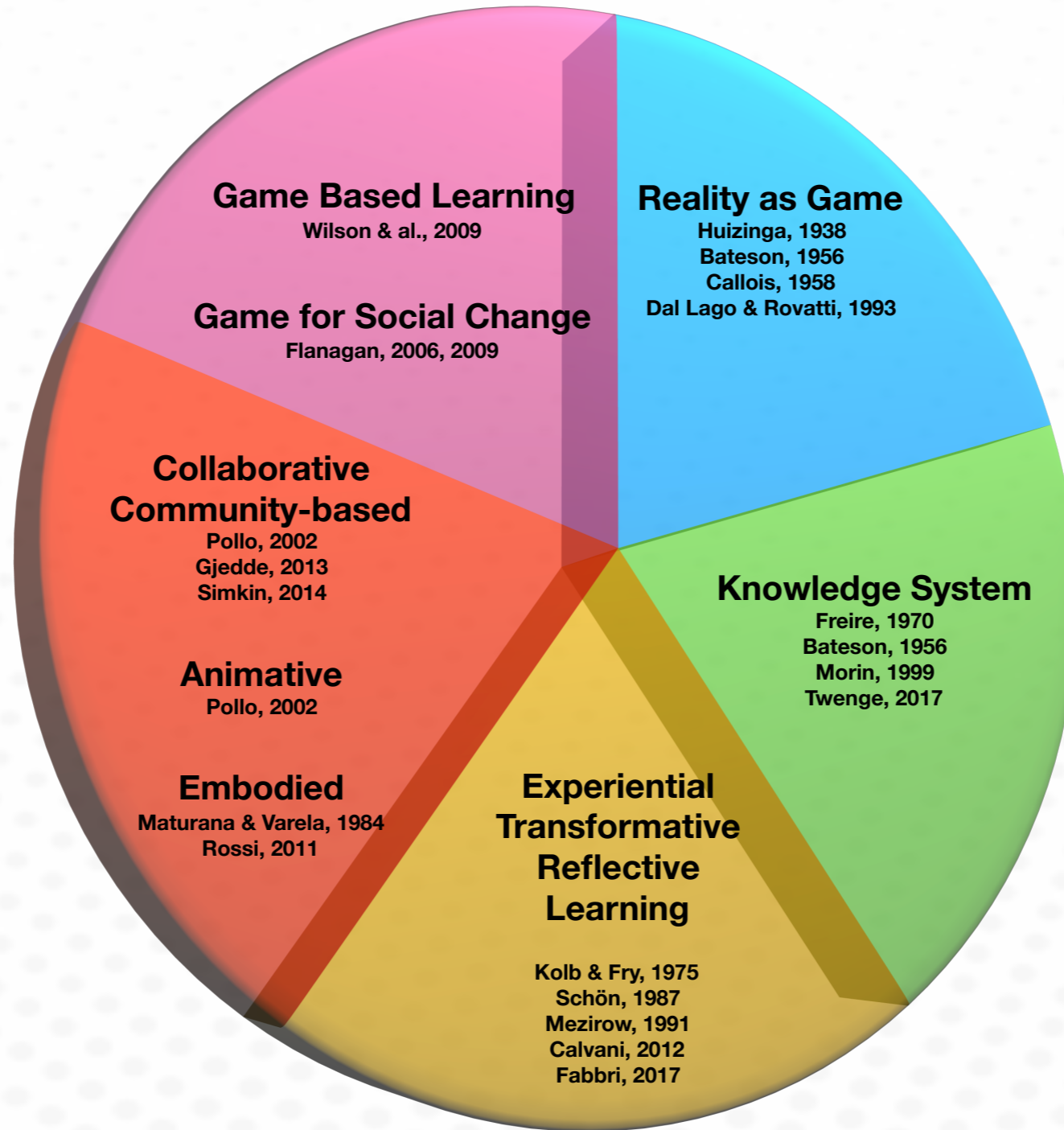
THEORETICAL FRAMEWORK



FUTURE of EDUCATION



MEDIA and LANGUAGE



REALITY and GAME



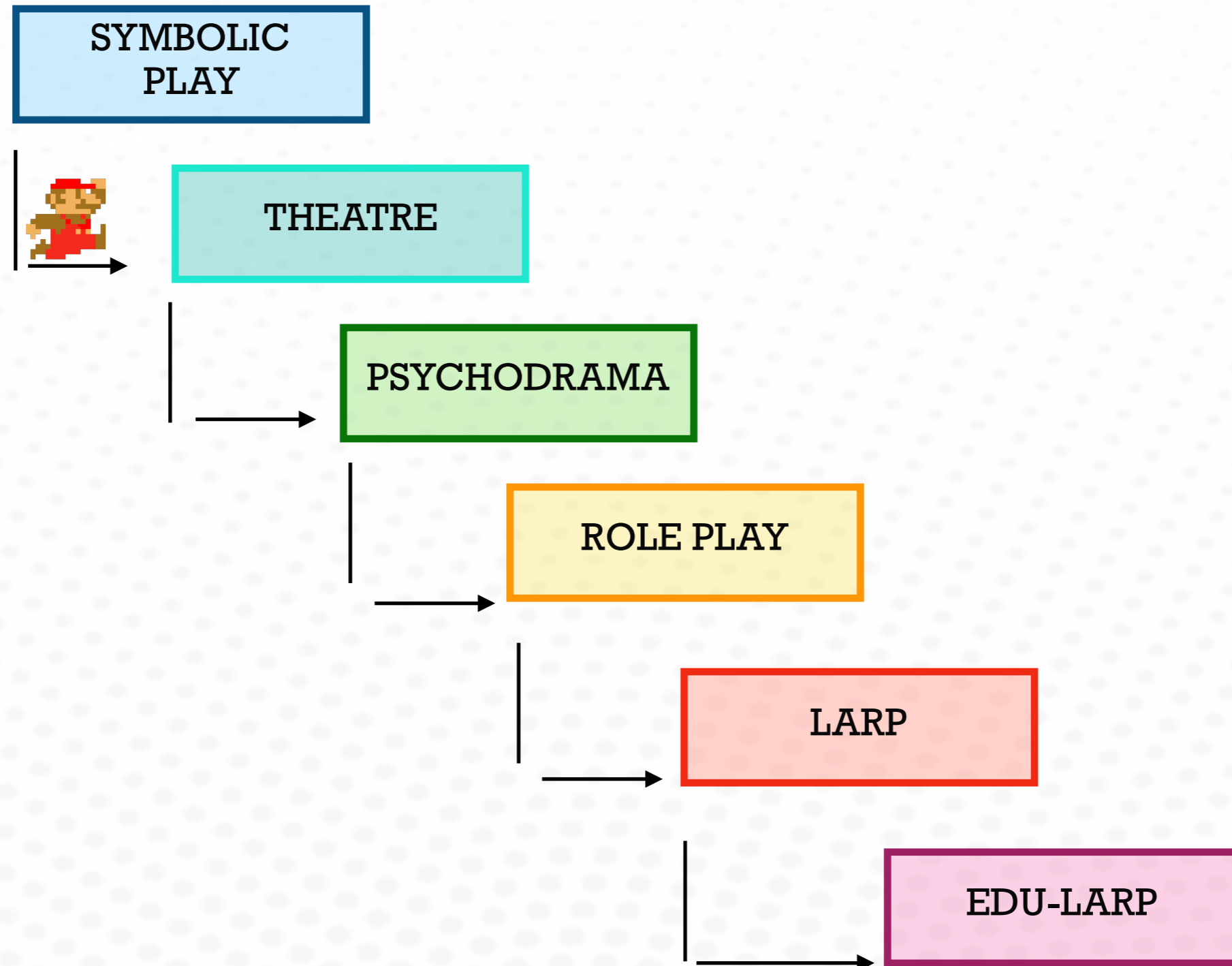
CULTURAL and KNOWLEDGE



TEACHING and LEARNING



WHAT EDU LARPs ARE?



(Fatland, 2014
Stenros & Montola, 2010)

