

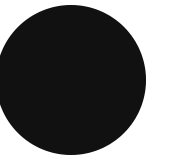
NEW PERSPECTIVES ON COOPERATIVE LEARNING IN SCIENCE: WHAT CAN EDUCATORS LEARN TODAY FROM SOCIAL GAME DESIGN IN UNIVERSITY ONLINE TEACHING? – PROJECT DI2DESIGN

NINA SCHMULIUS & TOBIAS SCHMOHL

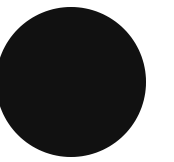
Pitch

Agenda

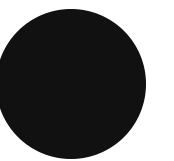
PROBLEM



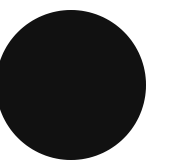
OUR IDEA



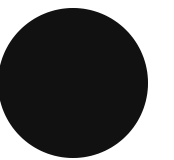
EMPAMOS PROJECT



TRAIN THE TRAINER



DISCUSSION



MEET THE TEAM



Thomas Bröker
UA NUREMBERG



Nina Schmulius
UA OF THE GRISONS



Tobias Schmohl
UA OWL



Fabius Dulisch
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Sabrina Marquardt
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Benjamin Zinger
UA NUREMBERG



NATIONAL EDUCATION PLATFORM

organized by Federal Ministry of Education and Research

THE PROBLEM: LESS SOCIAL INTERACTION

The Pandemic diminished social interaction in university teaching - new ways to foster cooperation and interaction are needed



OUR IDEA: COOPERATIVE LEARNING


Cooperative learning as a method to enhance teaching for ongoing online education and face-to-face teaching, blended and hybrid education scenarios.





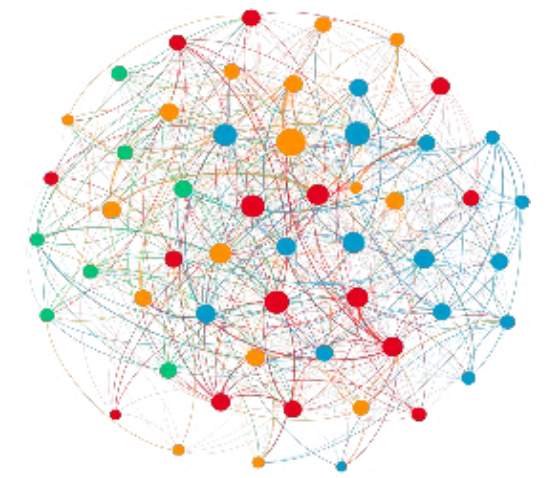
OUR IDEA: LOOK SIDeways!

A look into the game industry shows how
motivation works



FROM GAMES TO EDUCATIONAL THEORY

EMPAMOS



100

game elements as a pattern language

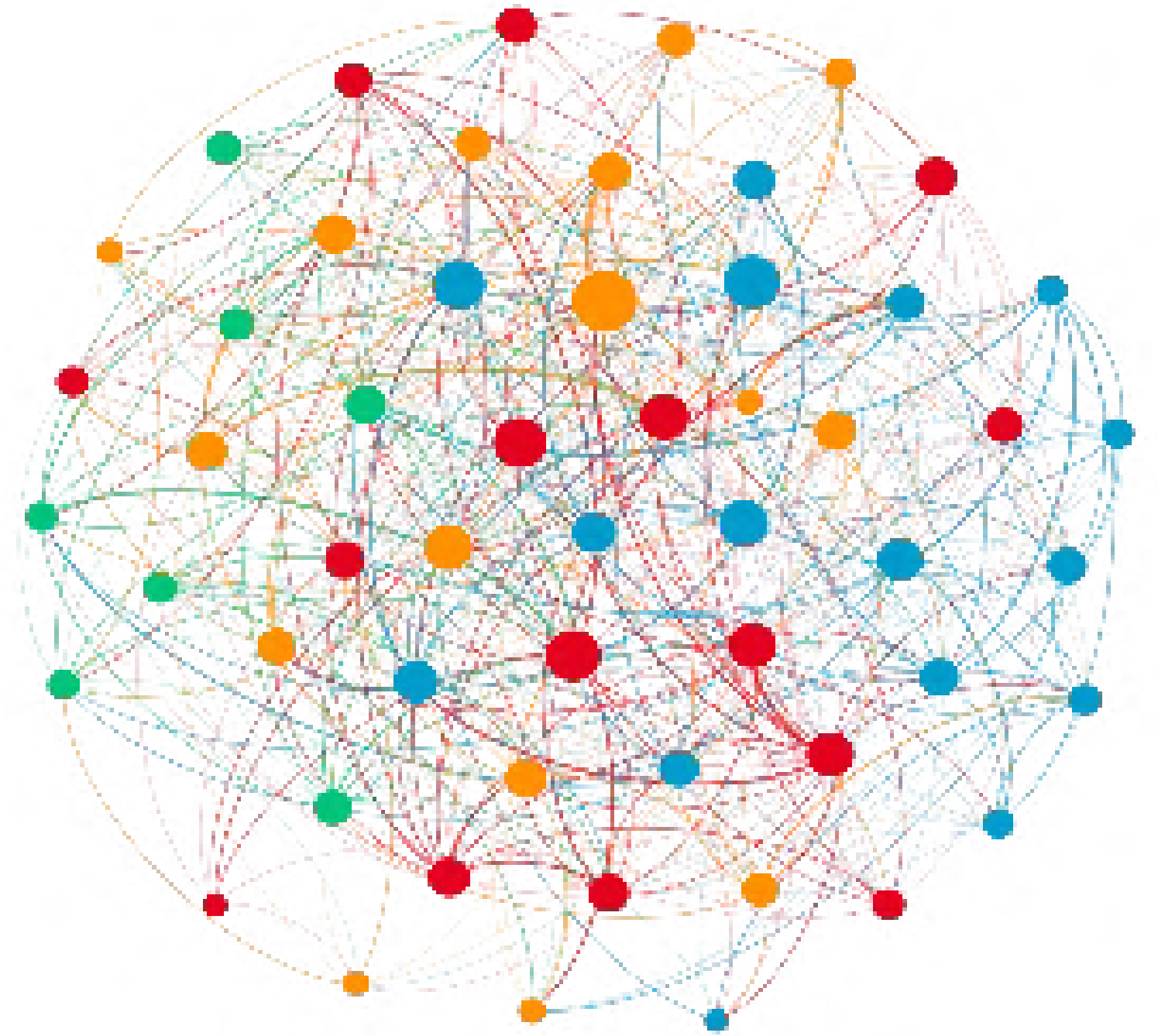
8300

games

50 000

connection descriptions

**COOPERATIVE
MOLECULES USE
TERMS THAT ARE
CONNECTED TO CERTAIN
CONCEPTS IN
EDUCATIONAL SCIENCE**



SHIFTING THE ROLE OF THE EDUCATOR TOWARDS A GUIDE OR COACH: SITUATED LEARNING



TRAIN THE TRAINER: DEVELOPING A CURRICULUM

To enable educators to implement motivational molecules from game design to collaborative learning opportunities



DISCUSSION

- 1.It is too early to tell if the molecules can support educators in designing motivating cooperative learning opportunities.
- 2.Constant need for organizational effort
- 3.Empirical database needs to be developed further



DISCUSSION

Thank you for your attention -
do you have questions?



THANK YOU!

Send an email: nina.schmulius@fhgr.ch

All graphics and images: Di2Design / Unsplash