Discovery Dialogue

> Does "Play" have a role in higher education?

> What are the challenges in the gamification of curriculum?

GBC Experiential Learning Strategy

EL GBC Mission: To provide students with at least one experiential learning activity throughout their journey at GBC to better support their transition into the workplace.

Quality	**Student Participation**	**Infrastructure**	**WIL Deployment**	**Digitization**
> Define Terminology > Develop Quality Framework > Create Community of Practice within GBC	> Enhance experience for students with disabilities > Increase International Opportunities	> Enhance technology adoption	> Continue progress towards achievement of 100% participation by 2020	> Create a methodology and S.O.P. (playbook) to develop experiential learning initiatives College-wide

Today's Presentation

Career Ready Project

Ministry of Training, Universities & Colleges Grant

May 2018 – July 2019

Develop/expand innovative and sustainable partnerships that create experiential learning opportunities.

Project Goals

> Create a virtual gaming experience that will simulate "real world" situations in a Long Term Care (LTC) setting to prepare Community Services & Health Sciences (CSHS) students entering their field placement.

> Provide paid internships for students with a focus on solidifying knowledge exchange between interdisciplinary professions.

> Develop experiential curriculum to help graduates develop job-ready skills.

George Brown College Partners

George Brown College Participants

Interprofessional Cross-Division Collaboration between Faculty/Staff & Students from Community Services & Health Sciences (CSHS) and the Centre for Arts, Design & Information Technology (CADIT).

Community Services & Health Sciences
School of Nursing
Nursing - Practical Nursing/BScN
Personal Support Worker

School of Health & Wellness
Activation-Co-ordinator/Gerontology
School of Social & Community Services
Social Service Worker
School of Dental Health
Denturism

Centre for Design, Arts & Information Technology

School of Design
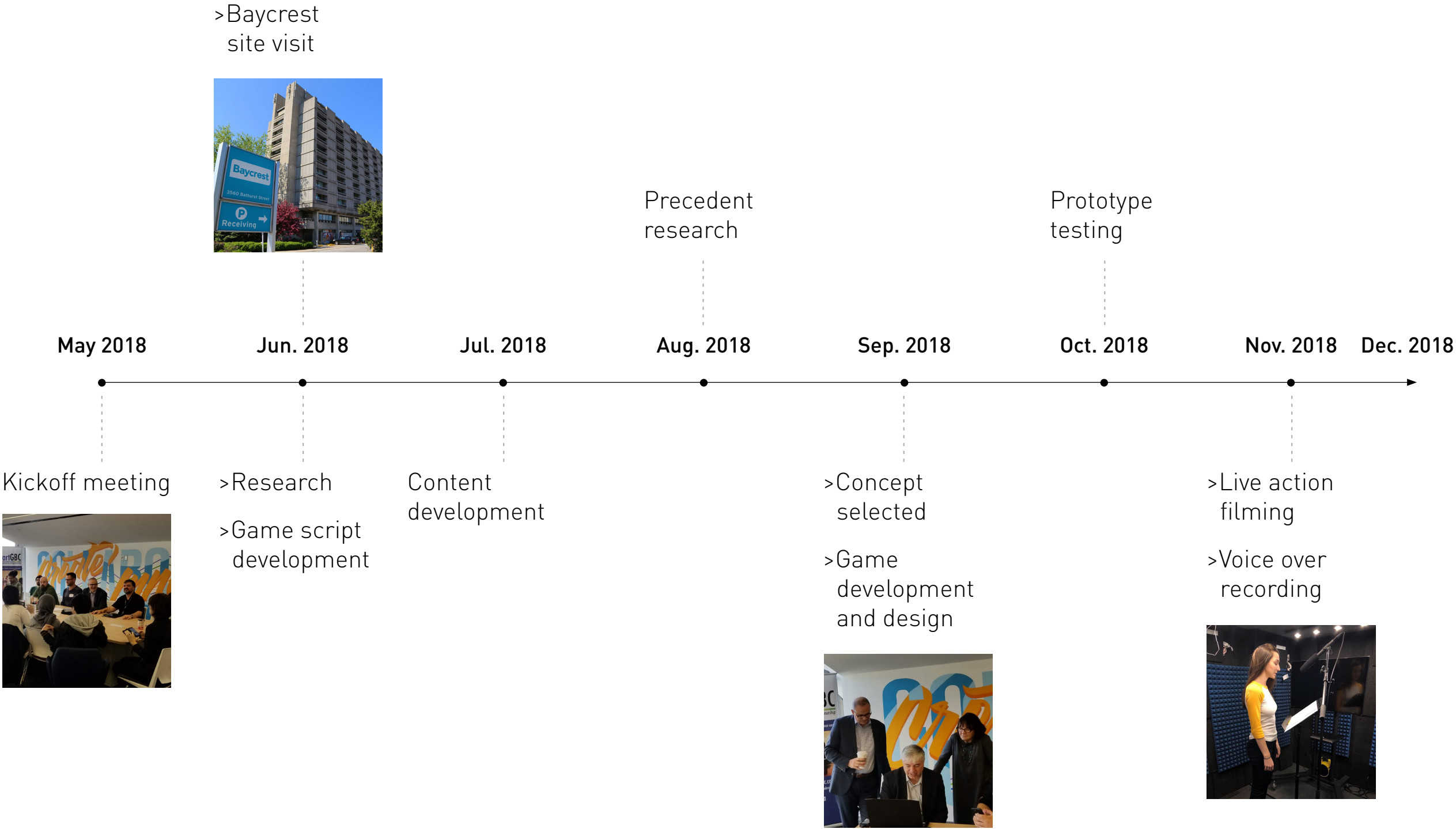Game Design (Post-grad)
Game Art
Concept Art for Entertainment

School of Media & Performing Arts
Video Design & Production
Theatre Arts

Students = 35 Total

Our Journey

>Baycrest
site visit

Precedent
research

Prototype
testing

| May 2018 | Jun. 2018 | Jul. 2018 | Aug. 2018 | Sep. 2018 | Oct. 2018 | Nov. 2018 | Dec. 2018 |

Kickoff meeting

>Research

>Game script
development

Content
development

>Concept
selected

>Game
development
and design

>Live action
filming

>Voice over
recording

Our Journey

>Focus group testing

CSHS Digital Education for a Digital World Conference

>Pilot program & implementation

Bug testing

>Game launch

| Jan 2019 | Feb 2019 | Mar 2019 | Apr 2019 | May 2019 | Jun 2019 | Jul/Aug 2019 | Sep 2019 |

Promotion & marketing

>Name that game contest

>E3 Symposium

Game refinement

Polytechnics Conference

>Final version released

>Blackboard integratopn

Game Content Development

Character topics include:

> LGBTQ+

> Transition from Aging at Home to LTC

> Sexuality & Intimacy

> End of Life/Palliative Care

> Responsive Behaviors

Linking Scenes cover:

> Infection Control, Abuse

> Privacy, Emergency preparedness

> Conflict Resolution, Professionalism

Game Components

> **Topic Learning Objectives** provide the player with specific learning outcomes that will be obtained once completing the associated topic

> **Summary Chart (Best Practices)** to appear at the end of each in-game topic focusing on suggested best practices as well as summarzing what the player did well or can improve on based on their interactions with game characters

> **Resource Library** that shows examples of the various resources, links, or websites that students can access in order to obtain extra information and reading material

> **Glossary** tab to assist the student player navigate the LTC setting and the various interdisciplinary health care professions and terms.

Let's Play

W3 Discussion

> WHAT... What has been your experience in gamification?

> SO WHAT... What seems important about gamification?

> NOW WHAT... What ideas do you have to develop and expand gamification of learning?

Questions, Comments & Feedback

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