

CUNY GAMES OPEN SPACE 2021

A virtual billboard designed for you to share ideas, resources, favorite games, other conferences, comments, feedback, etc. before, during, and after any of our 2021 events. Feel free to add any categories, images, etc.

Previous CGN Open Space Documents:

- ★ [2020 Conference](#) (Jan. 15-17, 2020)
- ★ [2021 Conference](#) (Jan. 22-23, 2021)

Resources Shared in This Document (click to jump to a section):

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Online Resources to Check Out

- The CUNY Games Site has many other resources (Books, Games, etc.)
<https://games.commonsgc.cuny.edu>
- Devorah Kletenik's accessibility escape room:
<https://docs.google.com/forms/d/e/1FAIpQLSeWz7T5T0qG-HgSvq1b0BgT4oBZN9cE7sTYTKVF1gctJeeW1A/viewform>
- Spreadsheet for games:
https://docs.google.com/spreadsheets/d/1UeyLB0X75_sbAbdYf_lIkyGC-aZFea8LjfQKMvsDplA/edit#gid=0
- Adapt (free open-source e-learning software that can be embedded within an LMS):
<https://www.adaptlearning.org/>
- Some ancient board games playable online:
<http://www.playonlinedicegames.com/royal-game-of-ur>

- More on historical board games (major research/ digital humanities site): <https://ludii.games/library.php>
- Digital humanities/ Research site for historic board games: <https://ludii.games/library.php>
- <https://ahaslides.com/>
 - Time intensive, but very interactive slides (Costs \$50/year)
- Nearpod. Slide show that allows students to participate. <https://nearpod.com/>

March 5th, 2021: “Gamify One Thing!”

Your Ideas from the Zoom Chat “321Go!” activity:

What You Learned From The March 5th Idea Exchange:

- Power of roles
- The power of unique powers for participants... -- the power to interrupt! And the power to do a wellness check in -- everyone stretch!
- And some role ideas were: make test questions, one role is to ask questions to further the lecture, another role is to take notes on how the lecture connects to previous lecture, another is to say how the lecture connects to students' lives
- no peer review, then instant grade on first draft
- Thinking about group accountability/roles/responsibilities as well as how under-performing students can be reached through gamification/GBL
- To implement roles and responsibilities in group projects, I'm using a forensic psychology metaphor. Some students will be researchers, some experimental designers, data collectors... to solve a crime.
- flippity looks interesting! <https://www.flippity.net/>
- I am excited about exploring the role of roles more in classroom groups.
- Some ancient board games playable online:
 - <http://www.playonlinedicegames.com/royal-game-of-ur>
 - More on historical board games (major research/ digital humanities site): <https://ludii.games/library.php>

- that students can be TOO competitive, and we may need to reel them back with more PLAY
- To subtly make groups of similar motivation levels, open up group selection and close off topics as X students sign-up. This will end up with all the slackers in one group without them knowing that's why you did it.
- Historical online games
- Using simple historic games! Also, using flippity to randomize turning our screens off.
- gamifying one thing is possible! :)
- Thinking about how to break up group projects so that individual responsibilities can be independent of each other , and how to present as game
- i am going to use AHA slides
- Exploring different techniques to for the use of roles in teams

Feedback from Zoom chat about March 5th and for future sessions:

- Yes to more sessions! Breakout groups were good but maybe give loose themes to group like problems?
- Topic: Onboarding students to online learning
- I would love an event that talks about how to select games and tie them to assessment/learning outcomes.
- Yes please more sessions; Can we do more of the fast game brainstorms with Joe?
- Yes please, I like this format, and directed brain storming is good.
- Yes, and this format worked well.
- I liked this format! Every month or so is good.
- I would love it monthly. Just the opportunity to stretch and be creative is such a break. It's a game, but it's productive! Also appreciated the opportunity to hear about other folks' problems, ideas, thoughts.
- This has been great! I'd love more sessions but won't always be able to attend them. Is there any way the main session could be recorded for those of us who can't always attend?
- More sessions: Yes, plus more of my team could attend if these were spaced out. This format: Sure. Possible other formats: Ask folks about a challenge ahead of time, and make some of those breakout room topics.
- also a more academic think-reflection on some theory/difficult problem area would be nice

- Yes please do more - this format is good - game engines as a topic (alternative engines)
- Asking someone to be the moderator, who can watch both chat and the videos to see if a hand is raised, while the facilitator/instructor teaches.
- I like monthly sessions - I like interdisciplinary but maybe scheduling an occasional session dedicated to a specific discipline area? (Humanities versus sciences)
- I agree, Lisa! Having sessions on specific discipline areas would be great.

May 7th, 2021: “Bring What’s Broken!”

Pre-event: Add any activities that are “broken,” and/or add comments offering suggestions to your peers.

The Good, The Bad, and the Ugly: Good answer, wrong/bad answer, ugly answer (correct, but not best way to do it). Have students come up with answers and then guess which is which.

Book: *Specifications Grading: Restoring Rigor, Motivating Students, and Saving Faculty Time* by Linda Nilson, Claudia J. Stanny

<https://www.chartypartygame.com/>

You can add specific Google slides/docs/jamboard to separate breakout rooms that you can follow along without having to go into the breakout room. Just interact on the doc.