

RDA Denmark

Train-the-Trainer Workshop “Teaching RDM without PowerPoint”

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Gamification in RDM Teaching

Mareike Buss, CBS Library, mabu.lib@cbs.dk, [ORCID 0000-0002-1459-1345](https://orcid.org/0000-0002-1459-1345)

Dimensions of Learning

Cognitive dimension:

KNOWING

Knowledge, understandings,
concepts

Emotional dimension:

FEELING

Emotions, feelings,
attitudes

The
learner

*Holistic learning experience
comprising all three dimensions*

Games involve all three dimensions

Bodily dimension:

DOING

Activity, collaboration,
interaction

Adapted from : Illeris, Knud (2007). What do we actually mean by experiential learning? *Human Ressource Development Review* 6/1: 84-95.

How to Use Games within Teaching

- What is your didactic purpose? What do you want to achieve?
- Who is your audience?
 - Opening games/ icebreakers, e.g. Mentimeter polls, Jeopardy
 - Serious games, e.g. LEGO Metadata for Reproducibility
 - Summarizing games, e.g. quizzes

LEGO® Metadata for reproducibility



"Lego Play Build" by Markus Spiske, published under Pixabay License on Pixabay