#### **RDA Denmark**

Train-the-Trainer Workshop "Teaching RDM without PowerPoint" September 16th, 2020



#### **Gamification in RDM Teaching**

Mareike Buss, CBS Library, mabu.lib@cbs.dk, ORCID 0000-0002-1459-1345





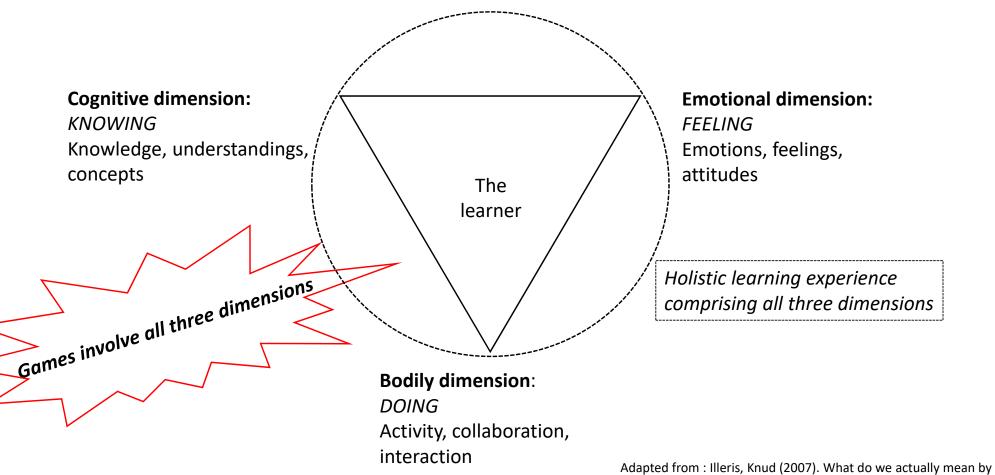








## Dimensions of Learning



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