Gamification in RDM Teaching

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Dimensions of Learning

Cognitive dimension: 
KNOWING
Knowledge, understandings, concepts

Bodily dimension: 
DOING
Activity, collaboration, interaction

Emotional dimension: 
FEELING
Emotions, feelings, attitudes

The learner

Holistic learning experience comprising all three dimensions

Games involve all three dimensions

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

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