

Agricultural and Applied Economics Association
2024 Teaching Academy
Game-Based Learning

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I. Introduction to Game-Based Learning

- 1) What are your current perceptions of using games in higher education and/or your classroom? List any benefits and drawbacks.

- 2) How might games specifically enhance learning in agricultural and applied economics?

II. Review of Existing Educational Games

- 3) What are core economic principles being taught in the example games? How are these effectively conveyed through gameplay?

III. Design Your Own Educational Game

- 4) Choose an agricultural and applied economics topic that you find challenging to teach (or an exciting one).

- 5) What do you want students to learn from this game? List specific learning objectives.

- 6) What ideas do you have for a game? Are you going to use an existing game (with possible modifications) or create a new one?

- 7) What are the basic rules and/or mechanics of the game? Consider aspects such as gameplay, player interaction, winning conditions, and feedback mechanisms.

- 8) What materials will you need to play this game? Consider physical materials, classroom environment, and digital tools.

IV. Feedback

- 9) Do the game mechanics align with the objectives?

- 10) Does the game provide students with engagement and/or interactivity?

- 11) How practical is the game in a classroom setting?

V. Implementation Strategy

- 12) How will you implement this game in your course? Consider aspects such as timing (in the semester), integration with coursework, and assessment methods.

VI. Reflection and Commitment

- 13) What are the most valuable insights you gained from today's workshop?

- 14) Outline any specific actions you will take following this workshop to incorporate game-based learning into your courses.