

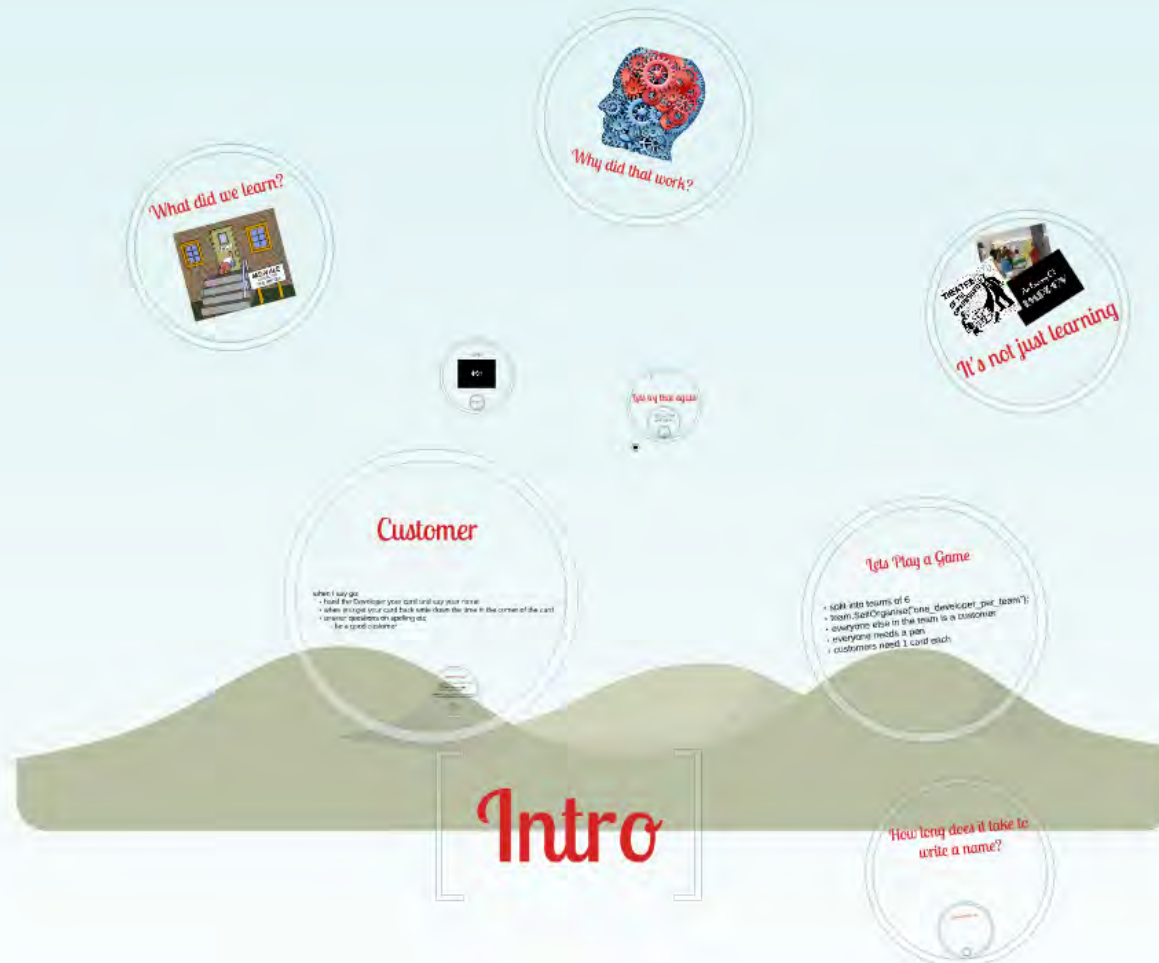
It's in the Game

how games can encourage intuitive learning



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Intro

How long does it take to
write a name?

So how long for 5?

So how long for 5?

total = 5 * x
x is time for 1 name

Influencing Factors

what factors are going to affect the time?

Lets Play a Game

- split into teams of 6
- `team.SelfOrganise("one_developer_per_team");`
- everyone else in the team is a customer
- everyone needs a pen
- customers need 1 card each

Customer

when I say go:

- hand the Developer your card and say your name
- when you get your card back write down the time in the corner of the card
- answer questions on spelling etc
 - be a good customer

Corporate Policy

- we believe that "the sooner you start the sooner you finish"
- we never keep customers waiting
- we show progress to all customers

To fulfill this Corporate Policy, you as Developer must execute all projects at the same time!

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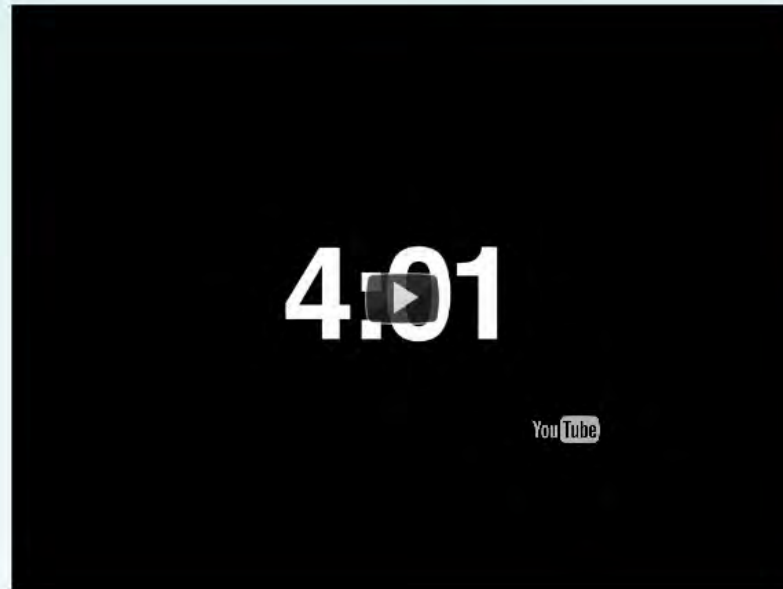
When I say go,
• write the 1st letter of the 1st name
• write the 1st letter of the 2nd name
• and so on until all 5 first letters are written
• then 2nd letter of each name and so on
• hand back cards as soon as each one is complete

Developer

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Lets Go!



and the results are in

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Lets try that again

Customer

when I say go:

- wait for the developer to request your card.
- when asked for your card write the time down.
- tell the developer your name as before.
- when the name is complete capture the time.

Corporate Policy

End your work in progress.

To fulfill this Corporate Policy, you as Developer must complete one project at a time!



Customer

when I say go:

- wait for the developer to request your card.
- when asked for your card write the time down.
- tell the developer your name as before.
- when the name is complete capture the time.

Corporate Policy

limit your work in progress.

To fulfill this Corporate Policy, you as Developer must execute one project at a time!

Developer

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Corporate Policy

limit your work in progress.

To fulfill this Corporate Policy, you as Developer must execute one project at a time!

Developer

when I say go:

- take the card from the first customer
- write their name and hand the card back to them, before moving on to the next customer.

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Lets Go!



and the results are in...
...again

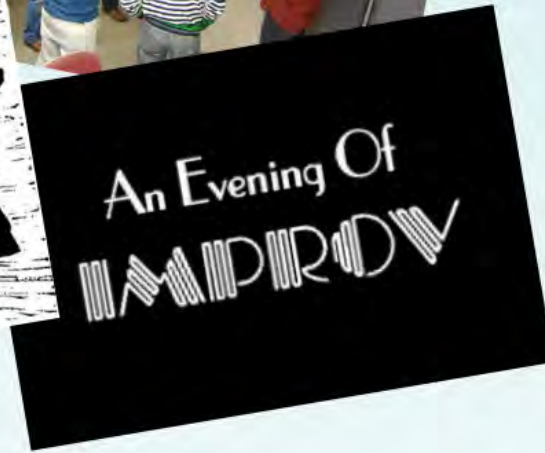
and the results are in...
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What did we learn?





Why did that work?



It's not just learning

It's in the Game

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