



From the kitchen of: Dr. Eric Yager



What's cooking: Infection! Board Game

INGREDIENTS

Game pieces

Learning objective(s)

Game rules (game play, penalties, rewards, how to win)

Basic design software (e.g., Publisher)

Paper or other appropriate media

Printer (in-house or contracted)

Feedback (both built into the game and JIT)

METHOD

At least 1 year before planned roll-out:

1. Identify concept that students struggle with
2. Engage ID staff for feedback and support in GBL approaches
3. Design game layout, rules, and list of learning objectives

At least 1 semester before planned roll-out:

1. Beta test game using a small group of students
2. Edit the game as needed
3. Contract with printer or programmers to produce the game

During semester:

1. Develop and release pre- and post-assessments
2. Roll-out the game in your course
3. Evaluate data & reflect on successes and points of improvement