

Making Learning Engaging Through Interactive Games

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Having learnt a few board and card game mechanics, thought I will walk you through some of the games created by the students who have been inspired by playing different kind of card games and board games and how they have applied to build these games in their respective contexts. We are going to see four examples here. One, a couple of them in the social emotional learning or the personality development kind of a context and one of them in the science context. I just chose more in the social emotional and personality because we do not get to see so many games whereas we have seen a lot of STEM games which are more popular. I will probably play through these games, the first one is the social emotional game and Let me play out the video. Hello.

This is the social emotional learning game I designed and I named it as Fill It. You'll know why it's called Fill It. So the components of the game is simple. It's just a deck of cards.

So this this is the deck of cards in English and it's the exact translation and variety. So a card basically consists of a hint above and the players are supposed to identify the emotion or social quality given here below. So the word is not given totally. It's made of blanks. So they have to answer, find the answer to this description and fill the blanks which are given at the bottom similar with the Marathi one.

Let's go through the gameplay and rules so I wanted to keep this game flexible and not impose rules but these are a few examples of like how gameplay can be made for the deck of cards. But you can always make it you can always modify it or like make your own rules first this game is very competitive and it should be played against each other which you can either play it individually or in teams like in teams of two three or whatever you want. A card should be picked randomly from the deck so the deck should be shuffled and then one card should be picked. So each player or team gets like three chances to get guess the right answer. If they cannot guess then the card will be put back in the deck and shuffled so the card which is not guessed will be reused so in case the

player or team they guess it in the first try they get 10 points.

If they guess it in second try they get 5 points and if they guess it in third try they get 2 points so the points can be modified accordingly if they want 10 7 5 or any triplet. The rightly guessed card will be kept aside because we do not want to repeat the same card again and again right. So when all the cards are guessed so basically there is no card left in the deck that time the player or team which has the maximum points will win. This is a fun way to learn about emotions because because the description gives you like different different situations which people might be doing or they have as an aspect of their personality. So with that they can guess the emotions, they can learn about the emotional or social qualities and the game also encourages them to think, feel and learn better.

I want this deck to be used as a tool because I designed it as a tool and not as a game which will have rules. But so this this can be used as a tool to teach social emotional learning by either modifying game rules or making their own rules. That's about my game. So the important aspect is she has chosen to design a game with a certain set of rules but like in all games there is a flexibility to alter them and users can use their creativity to uh use their own mechanics or alter the rules next is we go with the Hari Prasad who has designed a personality game let's check that out. Hi everyone i'm Hari prasad and in this video I'm going to talk about my social wellness game which i created as a final submission for the play to learn course.

So this game is somewhat of a personality test. It is a rudimentary personality analysis which is done as a fun conversation between friends. So yeah, the subject area of focus is somewhat around psychology and situational awareness. So this game is basically a game in which players are given certain situations and they choose a particular response out of a set of responses. And each response basically points towards a particular character of a personality.

So yeah, let's move on to the type of the card. So there are two types of cards in this game. So the first is a situation card. So each situation card describes a particular social situation or a problem which a player must address and that card will have three possible responses for that particular situation. And the three responses are, one is a straightforward response, second is a thoughtful approach and third is a creative alternative.

So there are three ways of thinking for a particular problem. And a player needs to choose one of these three using the second type of card, which is a reaction card. So each card basically represents one particular type of reaction. And when a player chooses a

particular reaction, he just picks up one of the cards and points it towards the other players. So these are two types of cards.

So let us look at how the game actually works. So we start the game by shuffling the situation cards and placing them face down in a stack in front of all the players who are sitting in a circle. So at the start of one round, one of the players picks up one situation card and shows it to all the players. The players go through this situation card and they take a little bit of time to make their decision and after which they choose one of the three particular responses. So based on what responses each player chose, the players can engage in a discussion amongst themselves and talk to each other about why they chose this response and we would find some interesting insights through this discussion.

So after the responses are made by each player, so there's a particular scoring system which gives points to certain personality characteristics based on the option the player chooses. So based on this, the score is calculated, which we'll go through in the next slide. So let's look at the scoring system. So the scoring system has the following personality traits. So if we use any kind of response, Say if we use a straightforward response, 4 of these qualities get a plus 1 or a plus 2 score and this is noted down in a sheet of paper.

So for every possible type of response, different scores are given and ultimately what happens is after many possible situation cards, so how the game is played is after one round of situation the score is calculated and the next situation card is picked and the game is played once again. And after finishing a set of situation cards or after finishing the entire pile the scores are compared and based on that we can get some interesting insights. So for example if a person's leadership attribute is really high and if a person's confidence is really high we can say that the person is extremely confident and is a natural leader and so on and so forth we can make several fun assumptions and have a fun interesting conversation. So that's it with the game so here are the card designs for the situation cards. So in this game I used Canva to design the cards and the game is also made in a regional language variant which is Hindi and so each situation is also made in Hindi.

So this is a situation card which has three possible kinds of responses and in the next slide we can see the reaction cards. So these are the reaction cards and there are the Hindi versions for this as well. So that's it with the game. Thank you. Okay so this was a variant by Hari Prasad once again to have different combinations, different kinds of responses for situations and he has again made it in a regional language thing.

So, this is yet another example of card game design. The next one we can go is a science

example of vertebrae, how different kinds of vertebrae adapt to different habitats. So, that is again a standard science kind of a game. Let us go through that.

Hello everyone. My game name is Quadrata Quest. So basically there are three types of cards in this game. There are vertebrate cards, habitat cards and adaptation cards. So the main motive is that Chordata Challenge is an educational card game that introduces the player to fascinating world of Chordata with a focus on vertebrate players compared to collect set of vertebrate class while learning about their keys, characteristics, habitats and their adaptations. The setup of cards is shuffle the vertical cards and place them down to the center.

And shuffle the habitat card and adaptation card and separate and place them face down to the center. Each player has to take five cards and start the game. So there are three types of cards, vertical card, habitat card and adaptation card. Vertebrate card is basically denoted as some information about that animal and picture of animal so it will be easy to guess give some knowledge about that animal and habitat cards is that the habitat of that animal where the animal lives and their habitat. And adaptation card gives and means adaptation card is then like that there is then some information related to the animal You have to guess and match it.

So, how to play the game? Players have to take cards in clockwise direction. On your turn, you have to take an action card. Draw a vertebrate card from it. Draw a vertebrate card from it. And draw a habitat or adaptation card representing your choice for focus on the turn.

After that, After choosing an action card, you may play a vertebrate card that matches and draw the habitat or adaptation card. Playing a vertebrate card is an appropriate contest by earning. Basically, you have to match the vertebrate card with the adaptation card and habitat cards. Collect the vertebrate cards in a set and if you cannot choose not to play a card, you must discard one card from your hand. The game continues until the draw pile is empty and then each player takes one turn.

So for this, the scoring point. One point for each vertebrate card collected. Bonus point for matching vertebrates with their correct habitat. And point for collecting complete set of vertebrate class. And extra point will be given for correct answering question about adaptation.

Thank you. So here is another example of how cards are used for explaining in the, I would say, biology or biotechnology context. The last again is a personality, social-emotional game. It is called Connection Bridge. Hello everyone.

Welcome to the Connection Bridge. A card game for empathy and perspective taking in schools. Here are the requirements. Number of players suitable or preferred is three to six. A complete deck of scenario cards and the perspective cards is needed along with the empathy tokens. To get started with the game, first shuffle the scenario cards separately and perspective cards separately.

Place it in the center in the inverted position. Distribute equal number of empathy tokens to all the players. and minimum of 10 is recommended. On a player's turn, they draw a perspective card as well as the scenario card. Now they have to describe how they would respond or support the person in the scenario from the assigned perspective.

If the response demonstrates genuine empathy and understanding as well as creativity, the player will receive an empathy token from other players. Maximum of two tokens can be given. The game continues again. After one or two rounds, the used cards can be shuffled again with the deck in order to keep going. So the player with the most empathy tokens at the end is declared as the winner.

The game can be continued till all the players feel that they have had enough meaningful interactions and perspective learning. Here are the demo cards. Let's assume you pick this scenario card as well as this perspective card. So the scenario card being a student is struggling with body image issues and feels insecure about their appearance and the perspective card being the parent. Now assume that you are the parent of the student who is facing this issue.

Now describe to the team how you will support the student, how we are going to help the student. Depending on your creative and genuine answer you will receive the empathy token from other players. Now let's start playing and connect the bridges together. Thank you. So like what she has explained for the situation that she described body image issues as a parent how would you be guiding that student as a teacher what would be your perspective.

Maybe as a doctor, how would you be guiding, whatever, then counselor, there are different roles for the same situation, they try to guide the child in different contexts. Here again, all these games that you have seen, while they have been designed for specific contexts, the similar mechanics can be applied and used in your respective subjects, be it regular science STEAM subjects or English or humanities or social emotional learning. There is no end to it, but these are some illustrations of actual work being done after observing and playing certain standard games. Thought I should show

you the work that is done by playing many games and inferring mechanics and trying to apply them onto the subject context. Thank you.