Instructional Games for Synchronous Teaching

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Abstract:

New and emerging technologies have provided a variety of synchronous teaching methods that help create highly interactive and engaging class sessions. Learners from around the world can meet synchronously to converse, debate, share applications, demonstrate techniques, sing together, laugh out loud, work in small groups, problem solve together, and share documents all in real time. Instructional games can also be used in synchronous sessions to rehearse information, motivate learners, and engage people in highly interactive learning. This session presents guidelines for creating interactive instructional games appropriate for use during synchronous presentations. Ideas for activities, hints for implementation, demonstrations of software and “lessons learned” from 10 years of synchronous teaching experiences will be included.