Abstract:
Most higher education online environments typically employ text-based learning processes. This session will demonstrate four examples of learning games and simulation tools that can reform text-based processes by helping learners experience content and not just read and write about it.

Proposal for Best Practices:
In higher education, text-based learning dominates most platforms and does not fully address the learning styles of adult learners. While learners can demonstrate and apply knowledge in written form, the traditional text-based online learning models only allow for exploration of theory with minimal amounts of practice. Thus, this traditional form of instruction reduces adult motivation and reasons to learn. To address these challenges, virtual simulation and learning games allow for the unification of theory and practice. It permits learning to occur in another modality while reducing text.

This “Best Practices” session addresses implementation examples and issues that focus on integrating learner centeredness with learning games and simulation tools. Learning games and simulation tools addresses all of the aforementioned challenges while encouraging learners to learn by doing. Four examples of learning games and simulation tools will be provided that will support the three online interactions (learner-learner interaction, learner-facilitator interaction, and learner-content interaction). These tools promote learner designed games, decision making, and justification of applied theories. With learning games and simulation tools, learners experience the material, not just read it.