

**Gaming  
the System:**

**TEACH!**

**LEARN!**

**WIN!**

**2015 Faculty Summer Institute on  
Teaching and Learning**

Gaming the System: Teach, Learn, Win!  
#CLTODU15  
<http://www.gamesystem.digitalodu.com>

Player:

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## The Instructions

Make the most of the Center for Learning and Teaching Summer Institute by playing a series of games! Completing specific tasks during the conference will earn you points, provide you with concepts you can adapt or apply to your course design, and afford you opportunities to interact with fellow conference participants. During the conference, we encourage you to think about how you might adapt these activities for your course design.

Our playful activities are organized within a “role-playing” framework, wherein participants assume roles that reflect different aspects of the learning process. The roles are as follows:

- Explorers: Mapping/Discovering
- Detectives: Analyzing/Solving
- Collectors: Accumulating/Categorizing
- Builders: Constructing/Dismantling

## Leveling Up

Each time you earn a badge or sticker, you will gain an additional entry in the raffle to win prizes. The drawing will be held in Game Room (Room B) at 4:15 pm on Wednesday, May 20. You must be present to win. For a complete list of prizes, visit the central game table in the Game Room (Room B).

Each bulleted item in this booklet counts as a single task, but some tasks may be completed multiple times. Visit the central game table in the Game Room (Room B) to verify your progress. Some tasks may require the use of social media.

After you complete 3 tasks per role, you will be awarded the corresponding badge and ribbon to display proudly on your lanyard.

When you reach 6, you will be awarded the “Novice” sticker. When you reach 9, you will be awarded the “Proficient” sticker.

When you reach 12, you will be awarded the “Expert” sticker.

## Winning

Each time you earn a badge or sticker, you will gain an additional entry in the raffle to win prizes. The drawing will be held in Game Room (Room B) at 4:15 pm on Wednesday, May 20. You must be present to win. For a complete list of prizes, visit the central game table in the Game Room (Room B).

## No smartphone? No problem!

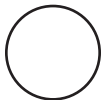
Many of the tasks outlined below ask you to share descriptions, photos, or videos of your accomplishments using our conference hashtag #CLTODU15. If you don't have a mobile device or feel uncomfortable using yours for these tasks, just use the dedicated computer in the Game Room (Room B), or seek out one of the game's facilitators.

## The Explorer Quest (Mapping/Discovering)

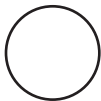
Students must first understand the “lay of the land” when encountering new ideas. Likewise, to get the most out of the CLT Summer Faculty Institute, you will need to explore the opportunities the conference offers. Considering your interests, objectives for attending, and possible future application of ideas while engaging in the following tasks. Use our hashtag, #CLTODU15, to share your progress.

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### Choose your own adventure



Using the map of the conference site provided in your conference program, plan out your conference experience. Indicate the rooms where you will be attending panels.



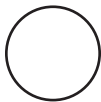
Have a game facilitator stamp your booklet.



## The Explorer Quest (cont.)

### Paparazzi Scavenger Hunt

For each of the tasks below, have folks add their autographs, indicating their departments or roles.



Locate participants with shared research interests, locate a colleague from your department at the conference, from a different department, from a different college at the conference, or try to locate all of the game facilitators, the conference organizers, and CLT staff.

People with shared research interests:

1. \_\_\_\_\_
2. \_\_\_\_\_

Colleagues from your department:

1. \_\_\_\_\_
2. \_\_\_\_\_

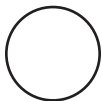
Colleagues from a different department:

1. \_\_\_\_\_
2. \_\_\_\_\_

Colleagues from a different college:

1. \_\_\_\_\_
2. \_\_\_\_\_

## The Explorer Quest (cont.)



CLT game facilitators

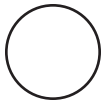
1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

CLT conference organizers:

1. \_\_\_\_\_
2. \_\_\_\_\_

CLT staff:

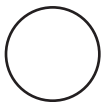
1. \_\_\_\_\_
2. \_\_\_\_\_



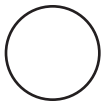
Share paparazzi pictures of those you find.

## The Explorer Quest (cont.)

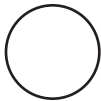
### Ideas Take Flight



Design a paper airplane at the outside station (behind the Blue Room). Write on one wing a concept you learned at the conference that you're interested in trying. On the other, write a first step to implementing the concept.



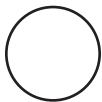
Find a partner; see whose ideas literally fly farthest by launching your airplane on the sidewalk behind the Blue Room. Mark your landing point with chalk, and share pictures of your flight on the conference hashtag. Have the facilitator stamp your booklet.



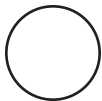
Bring your paper airplane to the Game Room (Room B), and have a facilitator add it to our Aviation Hall of Fame.

## The Explorer Quest (cont.)

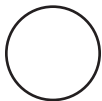
### Planting New Ideas



Outside, behind the Blue Room, grab flower-making components; write down a key concept you learned during the conference on the petals. Construct a flower using this concept as its centerpiece.



Plant the flower in the Garden of Ideas!

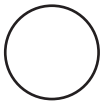


Share a picture of the flower you planted using our conference hashtag.

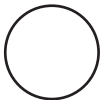
## The Detective Quest (Analyzing/Solving)

Students must often work to uncover significant concepts and analyze their meanings within a larger context. Likewise, look for trends, patterns, and clues within the conference, considering ways that you might use them in your courses. Use our hashtag, #CLTODU15, to share your progress.

### Conference MadLibs



Using key words and the conference theme, fill in the blanks of Madlibs we've created. You'll find these in the Mountain of Monstrous Madlibs in the Game Room (Room B).

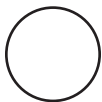


Share your results on social media; use our hashtag.

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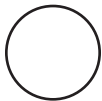
## The Detective Quest (cont.)

### Conference Glossary

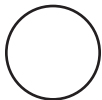


Create a glossary of at least 3 discipline-specific terms you encounter in the panels you attend. Write these terms in the glossary page of your booklet, indicating the panel attended.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_



With your blank Rolodex card, write and define one of these terms. Add your card to the Rolodex of Unfamiliar and Inscrutable Terms in the Game Room (Room B).

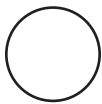


Share your definition of each term on social media; use our hashtag.

## The Detective Quest (cont.)

### Productive Noise ([www.noisli.com](http://www.noisli.com))

Come to the Noisli station in the Game Room (Room B).

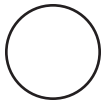


Work on developing an idea for an assignment prompt, class activity, course design, or continue thinking about a concept that inspired you during a panel. Write a description in your booklet.

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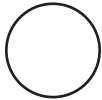
Describe your sound selections in your booklet.

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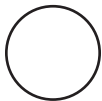
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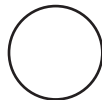
Share your results on social media; use our hashtag.

## The Detective Quest (cont.)

### Hidden Gems



Hidden around the conference are “Teaching and Learning Gems” shared by other conference participants. When you find a “gem” (an Easter Egg to the uninitiated), take one of the tokens. Come to the Game Room (Room B) and trade your token for a teaching and learning activity/idea.



Share a description of how you might use this activity in one of your courses; use our hashtag.

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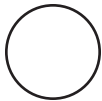
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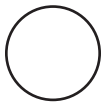
## The Collector Quest (Accumulating/Categorizing)

Students must accumulate knowledge to succeed. Likewise, try to gather information regarding available resources, colleagues, and your learning environment. Use our hashtag, #CLTODU15, to share your progress.

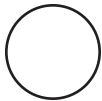
### Plenary BINGO



Throughout the plenary session, listen for keywords you see on your card. Mark off a word when you hear a plenary speaker say it.



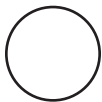
If you get BINGO, bring your completed card to the Game Room (Room B), or share a picture of your winning card using our hashtag.



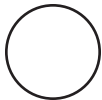
You can play with multiple BINGO cards.

## The Collector Quest (cont.)

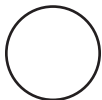
### Collect Business Cards/Contact information



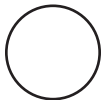
Collect business cards from fellow conference participants or exchange contact info with them. Grab a binder clip from the Game Room (Room B) and clip these to your booklet.



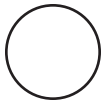
Collect colleagues' social media handles, write these on the back of the card.



Collect business cards from the CLT staff.



Collect business cards from potential Service-learning Partners (Tuesday afternoon).



Follow other conference participants on social media

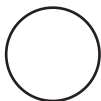
Colleagues names and Twitter handles:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

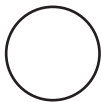
## The Builder Quest (Constructing/ Dismantling)

As students become more knowledgeable about course content and their fields at large, they can become active producers. Likewise, practice producing materials that amplify your conference experience. Use our hashtag, #CLTODU15, to share your progress.

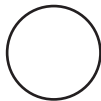
### Build Your Instructional Avatar



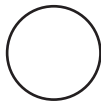
At the puppet station, create a brown bag puppet that reflects your teacherly identity. Bring your paper bag puppet to the Game Room (Room B), and show it off to the game facilitators.



Share a picture of you with your alter ego puppet using our hashtag.



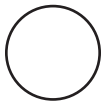
In your booklet, discuss how an avatar / puppet assignment could be used in one of your courses.



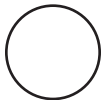
Share your avatar assignment with the conference via our hashtag.

## The Builder Quest (cont.)

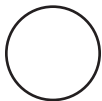
### Everything is Awesome!



Help build the conference's LEGO city. Give your contribution a title; write a brief description of it in your booklet.



Take a picture of your LEGO construction and share it with our hashtag.



Draft a brief description of a LEGO-based assignment in your booklet.

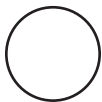
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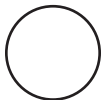
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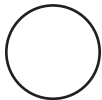
Share your LEGO-based assignment with the conference using our hashtag.

## The Builder Quest (cont.)

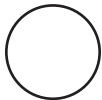
### Show Me the Money! Responding to Grant Opportunities



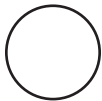
In your booklet, write a brief pitch for applying to one of the internal grants at ODU.



Find a co-conspirator: share your grant idea with another conference participant and ask them to collaborate with you.



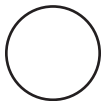
Share your pitch on social media; use our hashtag.



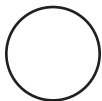
Share your pitch using CLT's WebEx station. Have the staff member stamp your book.

## The Builder Quest (cont.)

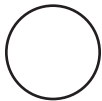
### Collaborative Storytelling



Add to the story at the Story Station with a Post-it note. Record your contribution in your booklet.



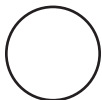
Digitally share your contribution; use our hashtag.



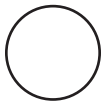
Brainstorm about how you could use a similar activity in one of your courses. Draft a story-building assignment in your booklet. Share your story-based assignment with the conference using our hashtag.

## The Builder Quest (cont.)

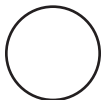
### Trying on Identities



At the Costume Station in the Game Room (Room B), take a selfie with the props provided. Use our hashtag to post the selfie.



Convince another conference participant to dress up with you. Take a picture together and share that picture using our hashtag.



Consider how you might adapt such an assignment to help students understand the various roles they are asked to play in your classroom. Write a draft of this assignment in your booklet. Share your assignment with the conference using our hashtag.

## Credits

Gaming the System: Teach, Learn, Win! is sponsored by the ODU Faculty Innovator Grant (FIG).

Many thanks to the following hard working folks:

Center for Learning and Teaching  
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Megan Mize  
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Shelley Rodrigo, PhD

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## Notes



#CLTODU15

facebook: [facebook.com/gtsodu](https://www.facebook.com/gtsodu)  
twitter/instagram/vine: @gtsodu