REFLECTIONS ON REDESIGNING A GAME-BASED LEARNING MODULE FOR PRE-SERVICE TEACHERS DURING THE PANDEMIC EXPERIENCE

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OUR PRESENTATION

CHALLENGES

SOLUTIONS

EVALUATION

REFLECTIONS

CONTEXT OF THIS PRESENTATION















BACKGROUND

- COVID-19
- Emerging and ongoing research
- Move to a hybrid online environment



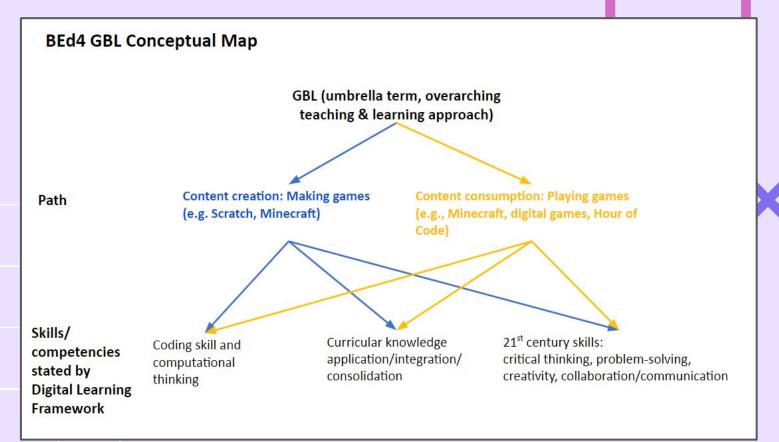




WHAT IS GAME-BASED LEARNING?

GBL is an approach to learning, teaching and assessment where students engage with digital games in learning contexts designed by teachers.

OUR CURRICULUM



OUR CURRICULUM



HOUR OF CODE













OUR CHALLENGES



Insufficient preparation time



Content requires a number of scaffolding and discussions



Our limited online teaching experience for the module

Frequent exposure to digital games required to build up student teachers' confidence and competence in using GBL



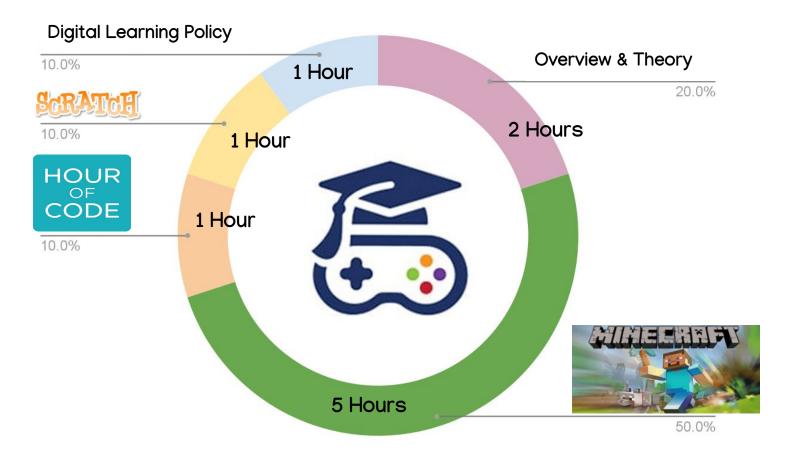




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SOLUTIONS

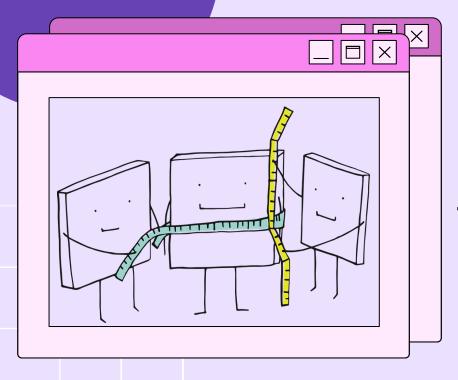
CURRICULUM CHART



OUR TEACHING METHOD







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EVALUATION

-COMPARE 2019 (PRE COVID, FACE-TO FACE)
AND 2020 (DURING COVID, ONLINE)

OUR QUESTIONNAIRE

Self-report Questionnaire with 5-point Likert-scale

-Confidence in using GBL (12 items, Cronbach's α 0.916)

Example question:

I feel confident that I have the skills necessary to use GBL for teaching

-Competence in using GBL (6 items, Cronbach's α 0.796)

Example question:

I can design GBL activities which deepen my students' understanding of subject knowledge.

Questionnaire reviewed by external experts

Questionnaire administered pre and post module engagement

OUR DATA ANALYSIS

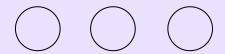
-The changes of the pre-service teachers' confidence and competence in GBL were examined using the Wilcoxon Signed-rank Test



		<i>)</i>
	2019 Face-to-face teaching Confidence	2020 Online teaching Confidence
N	182	81
Pre-level	2.89	3.02
Post-level	3.43	<mark>3.95</mark>
Wilcoxon signed-rank test result	T = 13886.00, Z = -8.81, p < .001	T = 3224.00, Z = -7.36, p < .001
Effect size r	0.65 (large)	0.82 (large)

COMPETENCE

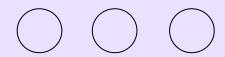
		COMPETENC
	2019 Face-to-face teaching Competence	2020 Online teaching Competence
N	182	81
Pre-level	2.89	3.10
Post-level	3.43	3.79
Wilcoxon signed-rank test result	T = 12339.50, Z = -8.52, p < .001	T = 2577.00, Z = -6.75, p < .001
Effect size r	0.63 (large)	0.75 (large)





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REFLECTION





Technical reflections



Pedagogical reflections



THANKS FOR JOINING US



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