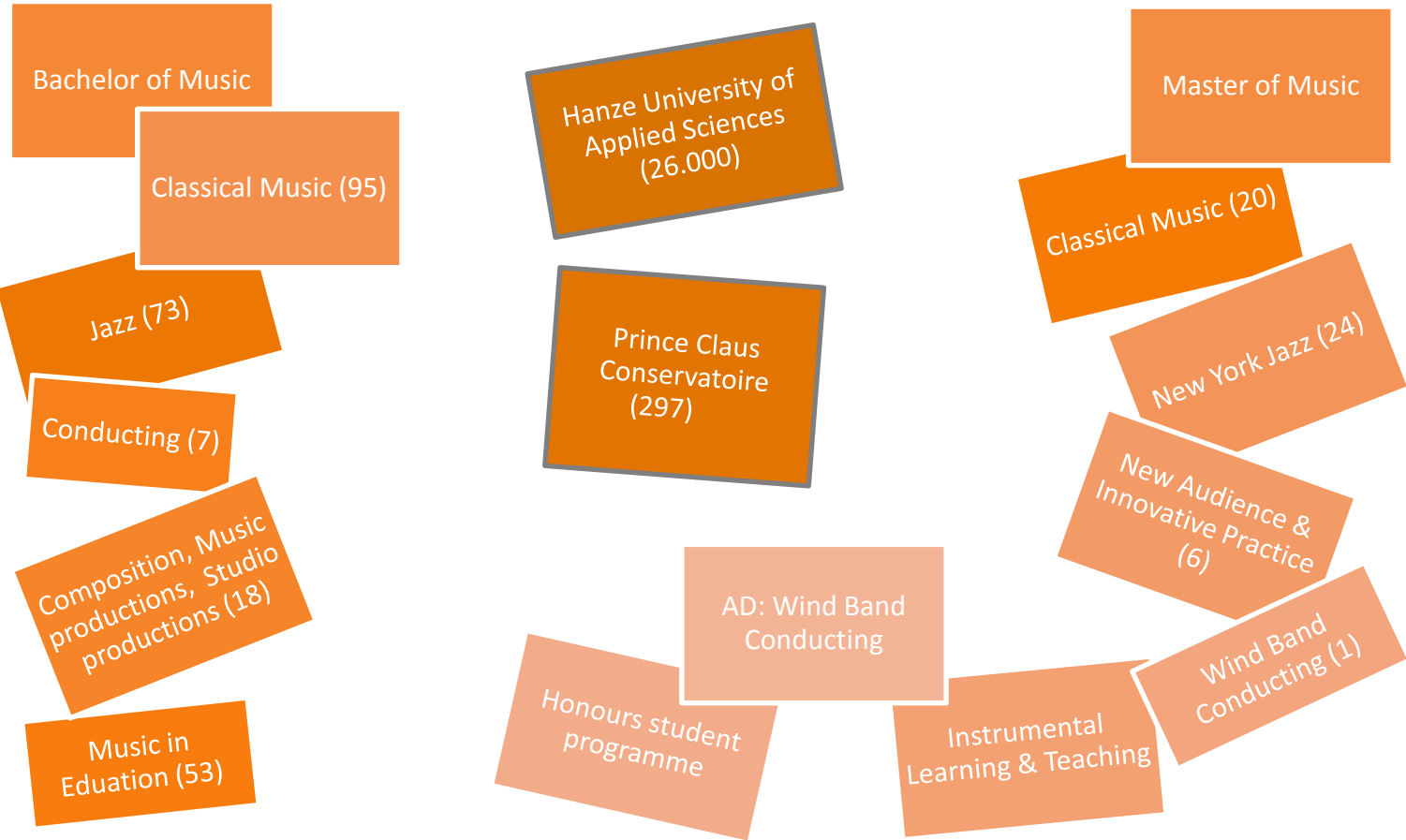# Prince Claus Conservatoire

Gaming and information literacy, an interactive event in the classroom

Prince Claus Conservatoire

Bachelor of Music

Classical Music (95)

Jazz (73)

Conducting (7)

Composition, Music productions, Studio productions (18)

Music in Eduation (53)

Hanze University of Applied Sciences (26.000)

Prince Claus Conservatoire (297)

AD: Wind Band Conducting

Honours student programme

Instrumental Learning & Teaching

Master of Music

Classical Music (20)

New York Jazz (24)

New Audience & Innovative Practice (6)
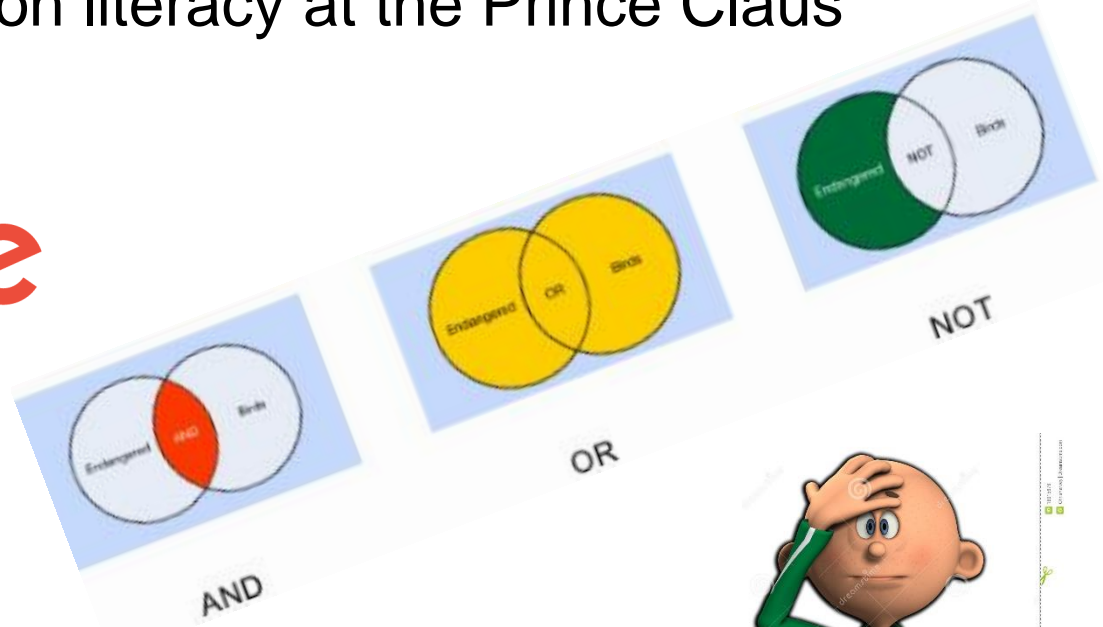
Wind Band Conducting (1)

Presentation

1. Purpose

2. Generation Z and Blended Learning

3. Gaming in education

4. Evaluation

5. Opportunities

6. Time to play!

Information Literacy

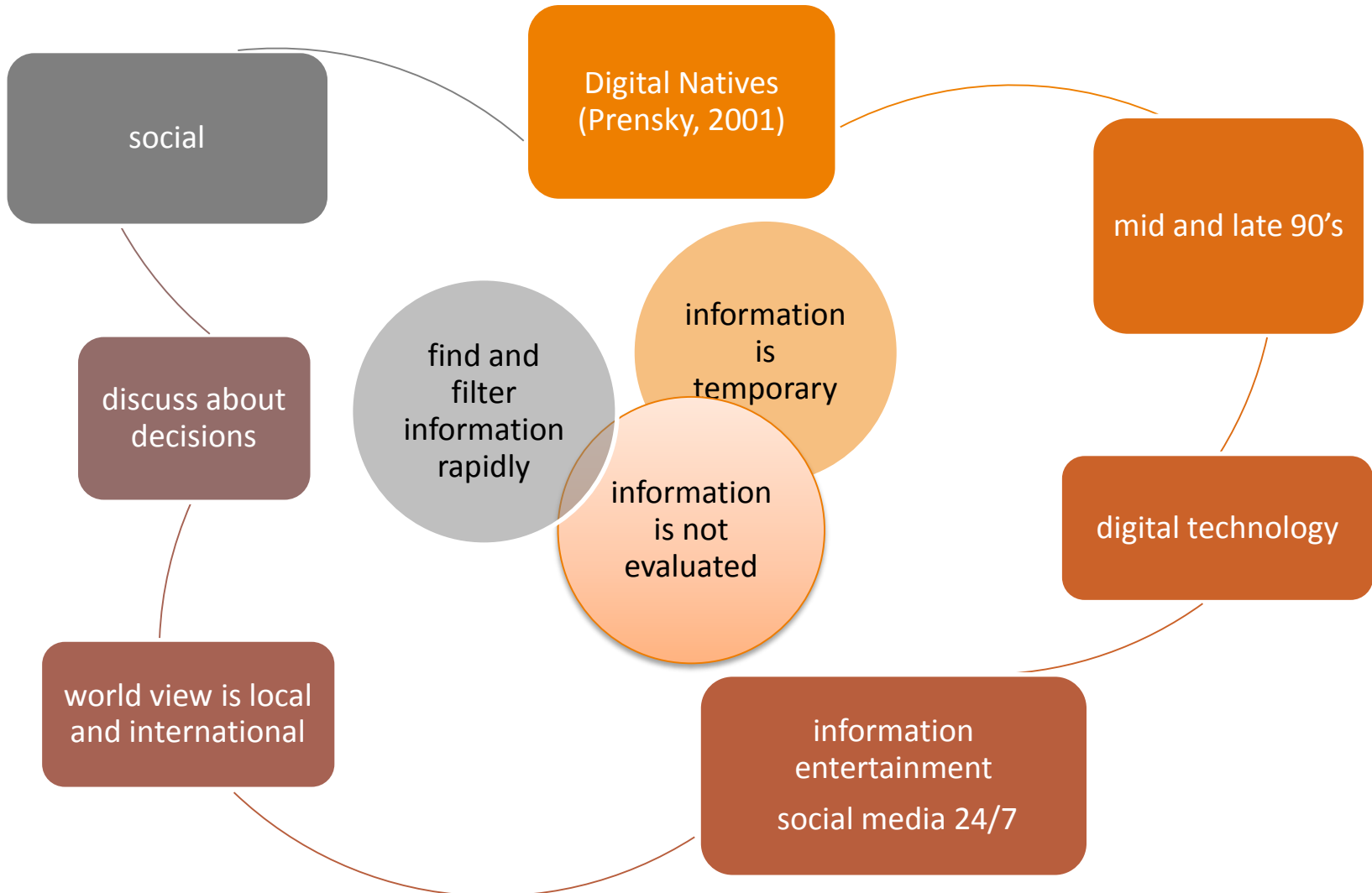Workshops information literacy at the Prince Claus Conservatoire

How can I improve the workshop information literacy so that it better suits the students?

Generation Z

Characteristics

social

Digital Natives
(Prensky, 2001)

mid and late 90's

find and filter information rapidly

information is temporary

information is not evaluated

discuss about decisions

digital technology

world view is local and international

information entertainment
social media 24/7

Blended Learning

An educational approach in which classical, digital (e-learning) and informal formats of learning (social learning) are integrated.
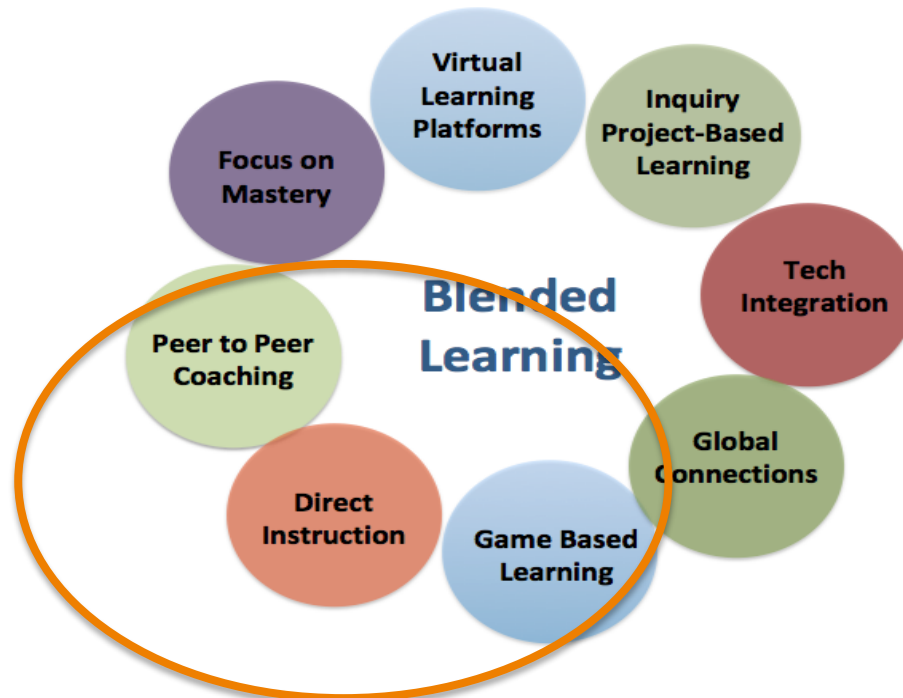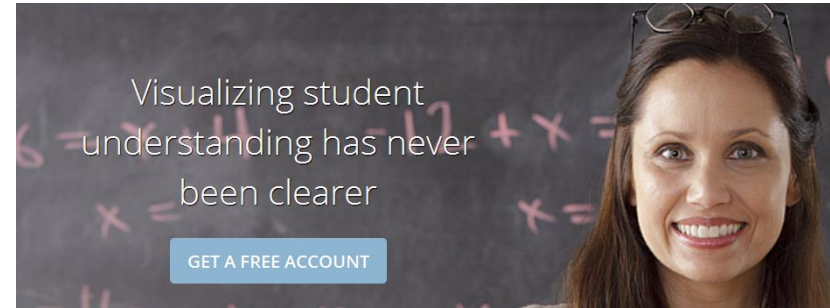
Gaming in education

Kahoot

- quiz, discussions and survey
- overview of results
- images, video, music, symbols, etc
- time & language
- public games
- (screen) share options
- teams
- business setting

Visualizing student understanding has never been clearer

GET A FREE ACCOUNT

- quiz, quick question, space race
- overview of results
- images, symbols
- time & language
- feedback after given answers
- share option
- teams
- educational setting

Socrative

Gaming in education

How can gaming be applied in education?

Game as a test

Game as a learning tool

Online game as a test

Test before a topic has been explained

Test after a topic has been explained

Advantages:
- concentration is extended > actions
- immediate indication of missing knowledge
- use of already existing games about the topic
- new knowledge can be temporary

Disadvantages:
- reproducible questions (check facts!)
- saturation of gaming
- immediate feedback on answers might slow down the game

Online game as a learning tool

Students learn the content and develop competences by contributing questions and answers to the game

Advantages:
- fits attitude and skills of students
- stimulates creativity: think about questions and answers
- helps solving problems
- stimulates critical thinking
- broadens and intensifies new knowledge/information

Disadvantages
- time consuming (discussing, in preparation and execution)
- adapting to another role (student > lecturer)

Experiment online game as a learning tool

Plan experiment for students of the bachelor programme Music in Education (2nd year)

1. Play an online game for the look & feel of the game (10 min)

2. Provide brief instruction on finding information in databases of the library (10 min)

3. Assignment: pairs of students formulate questions and answers for their classmates out of 2 database articles about music therapy and autistic children (20 min)

4. The questions of students are inserted in a game (5 min)

5. Students take over the lecturer's role and play the game with their classmates with their own formulated questions (15 min)

6. Evaluation of the game (5 min)

Evaluation of the experiment

Information literacy

o Stimulates critical thinking and evaluation of information
- Is this question suitable for my classmates?
- Is this information important and valuable enough to be questioned?

o Processes and filters the information
- Can the information be transformed into a question?

o Extends and challenges the existing knowledge
- Can it stimulate to be interested in reading academic literature?

Evaluation of the experiment

Other competences

o Challenges digital skills of students

o Stimulates co-operation
- Giving feedback
- Discussions about questions and answers

o Writing and formulating questions and answers
- How can the question be formulated at its best?

Evaluation of the experiment

Organisator

o   Be prepared

o   Consultate lecturers about purposes and functions of the game

o   Organize time in the curriculum

o   Students have to adapt to another format of learning
     - thinking about questions themselves
     - taking over the lecturer's role is unusual

o   Students' attitude on information: it is still a challenge to search and find information about music in other sources than they are used to

Evaluation of the experiment

Students

o   More fun than powerpoint, example, practise

o   Attractive way to learn to search and find information in databases of the library

o   Changing role: student becomes a lecturer and can practise in this role

comment of a student:

"I apply gaming myself in my internship."

Opportunities

Information literacy for students of the

Prince Claus Conservatoire

o Embedding gaming in the curriculum in consultation with lecturers of the Bachelor Music in Education

o Developing and integrating different Blended Learning formats
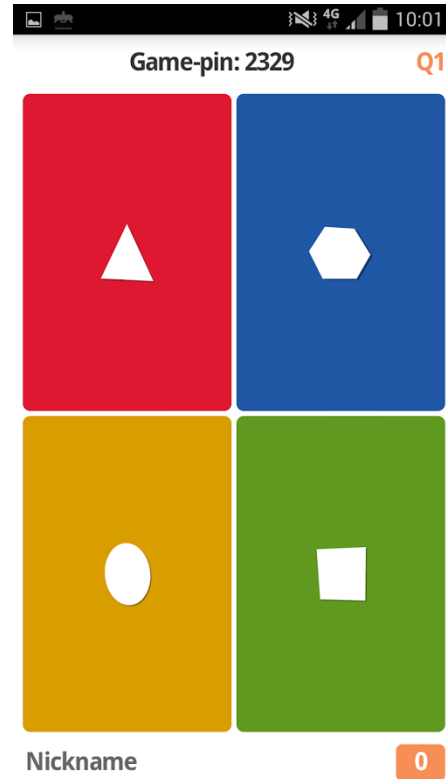
Kahoot.it

Fill in: GamePIN
Enter
Fill in your name or initials
Your name appears on the screen

Kahoot.it

Select the colour of your answer

Credentials

Slide 2: mannetje vergeten

http://nl.dreamstime.com/royalty-vrije-stock-afbeelding-ik-heb-iets-vergeten-image18915676, website bezocht en gekopieerd op 21 juni 2016

Slide 2: Google logo

http://www.thelogofactory.com/more-about-new-google-logo/, website bezocht en gekopieerd op 21 juni 2016

Slide 5: Kahoot screen

https://play.google.com/store/apps/details?id=no.mobitroll.kahoot.android, website bezocht en gekopieerd op 21 juni 2016

Slide 5: Socrative screen

http://help.socrative.com/article/aanmelding-leerlingen/?lang=nl, website bezocht en gekopieerd op 21 juni 2016

Slide 8: cirkel blended learning technologie
http://www.techlearning.com/default.aspx?tabid=100&entryid=7529, website bezocht en gekopieerd op 17 juni 2016

slide 13: smartphone in de hand

http://technieuws.com/46979/tips-voor-smartphone-gebruik-voor-visueel-beperkten, website bezocht en gekopieerd op 21 juni 2016

slide 17: Kahoot colours

https://play.google.com/store/apps/details?id=no.mobitroll.kahoot.android website bezocht en gekopieerd op 21 juni 2016