

Some tips for using games as an educational tool

Here are some practical tips to get prepared for using games as an educational tool:

- Practice the protocol a number of times with a few volunteers. You need to get used to the logistics of the instructions, paperwork and calculating the earnings. If this is a small class you can use this as a practice.
- It is up to you how you provide rewards. You can use extra credit, sweets, or just imaginable rewards.
- It will be difficult to keep the students quite. They will get surprised and will express their surprise. This is OK. This is not a controlled experiment so you need to be somewhat flexible.
- After a few rounds in the same condition, you may observe the students starting to pay less attention. This might be the moment to a communication or variability.
- Think about the learning objectives for the games. You may discuss how sustainable the outcomes are, or how they think real farmers or fishers may make decisions (and show the results from the research).
- Let us know your how it went so we can share your experience here. You can do this by sending an email to marco.janssen@asu.edu.