

TEMPLATE TO DEVELOP GAME-BASED SCENARIOS

SCENARIO TITLE	DEUS EX MACHINA, experiential workshop on aids.	
Key words	Assistive technologies, technological aids, group work, team working	
Whom do I want to teach to?		
Age range and students level	Specialist doctors, prescribers (also applies to operators of rehabilitation)	
Possible students needs	Poor / lack of knowledge of materia medica, low computer literacy	
What do I want to teach?		
Subject / field / expertise	Prescription of assistive technology for persons with disabilities within the teaching / educational context	
Specific aims	Primary goal: to present the "aid system" as built with the disabled person - Practical knowledge - Construction of a working group - Horizontal communication	
How do I want to teach?		Rate 0-5
Metaphors of learning that can facilitate the educational goals	Acquisition (I will communicate/present/explain the contents to the students)	<input type="checkbox"/> <input type="checkbox"/> X <input type="checkbox"/> <input type="checkbox"/>
	Imitation (I will show students how to do things related to this topic / content, eg. I will be a model for them)	<input type="checkbox"/> <input type="checkbox"/> X <input type="checkbox"/> <input type="checkbox"/>
	Discovery (I will provide students with the tools to discover a specific concept with their own strength. I will arrange tours and provide adequate reinforcement)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X
	Participation (I will organize training sessions for students to discuss, share and collaborate in order to learn specific subjects and I will facilitate their interaction)	<input type="checkbox"/> <input type="checkbox"/> X <input type="checkbox"/> <input type="checkbox"/>
	Experimentation (I will organize activities where the students can understand, practice and exercise through the – Learning by doing)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X
Description of the game	Narrative description	The aim of the simulation is to create a path of independence for a child with verbal and motor disabilities, in education. The budget is limited.

		5 characters: one specialist doctor with budget problems; disabled pupil with his instances, the parent of the pupil (with other instances), support teacher (problems with achieving the objectives of the IEP); therapist / expert aids with limited time and availability.	
	Aims	(Explicit) Put into practice what they learned during the course on aids in terms of construction of the working group and the complexity of prescribing the proper aid system. (Implicit) Comparison with reality very different from the normal working environment.	
	Rules	Roles are assigned at random. Each character, according to his characteristics, will have to maximize the result without prevaricating over others.	
	Challenges		
	Reward system/feedback cycle	The process follows a defined procedure and standards, cyclic: Listening to the needs - assessment - possible solution - verification The achievement of gratification is obtained through levels: the group should pursue phased targets to receive the customers demands.	
		Learning venue	Estimated time
Narrative description of learning activities - step by step organization and structure	Before the game: The game experience takes place in a course that includes lectures and practical workshops. Then the experience that they will face during the game will be described according to the acquisition and participation metaphors.	In class	Several training sessions
	During the game: There are no narrative elements besides the canvas and the characters description	In class / online	4 sessions of 30 minutes each
	After the game: Analysis of the experience with first-person narrative by the protagonist. Comments with the entire group. Technical and psychological supervision.	In class	At the end of each game session and at the end of each training experience
			Total:

How will I assess the students?		
Value approach		Qualitative evaluation approach. Analysis of the "after". Feedback from the group.
What do the students need to achieve the educational goals?		
Prerequisites		The players belong to professional categories already in contact with the reality of disabilities. Therefore they have: <ul style="list-style-type: none"> * Previous Skills * Previous Knowledge
Setting and materials		They will be provided with: <ul style="list-style-type: none"> * A set of learning contents * An environment that fosters communication / sharing * A set of rules * A safe environment to experiment
What do I need to implement the scenario?		
Tools to use	Mandatory	EUTOPIA
	Optional	
Infrastructure / equipment	Mandatory	*Internet connection * One PC each user
	Optional	
Resources		Handouts on Disability Handouts on disability aids Handouts on soft skills (communication, management of group dynamics, teamworking, etc..)
Time and space resources		Two lectures of two hours (before and after the sessions) 4 online sessions lasting 30 min each One classroom
Any additional elements to consider		