Game On: Playful Pedagogy
CELT Professional Day: Tuesday, August 30, 2022

Welcome Back! This year's CELT theme is **Game On: Playful Pedagogy**. *We all love to play. How can the joy of play support learning in our classrooms? Playful pedagogy maintains academic rigor, and research shows that play supports experimentation, risk-taking, creativity, and innovation. All of these are skills that are important to authentic learning. As we return to campus, discover new and playful pedagogical approaches to increase engagement and learning in your classes. Join our faculty led program of workshops this week, and throughout the semester for the sharing of best practices to help all of our students learn.*

Please **register** *for all CELT events at:* www.middlesexcc.edu/celt *and sign up on Eventbrite. All CELT events are open to all full-time and adjunct faculty at Middlesex College and are in person. We are looking forward to being together in person, sharing ideas, and learning from one another.*

11:00 a.m. - 12:30 p.m. **Welcome Back to CELT! Keynote Presentation: What's Your Game Plan? Designing for a Creative Classroom** *Joe Bisz*

Imagine you're teaching a lesson on citations. What does this lesson, the game "Trivial Pursuit," and the mechanic "Bluffing" all have in common? This hands-on workshop will introduce you to game-based learning pedagogy and teach you how to incorporate mechanics from play and non-digital games into your exercises. Together with your colleagues, you will then brainstorm and design a fun and rigorous activity-game that your students will love.

Joe Bisz is a national professional development speaker, educational games designer and consultant, creative writer, and an English professor at the City University of New York (CUNY). He has sailed his theoretical ship into a few ports of the world, including gender & sexuality studies, Popular Culture & Sci-fi, and game-based learning. His book *The Allure of Play: The Educator's Guide to Designing Games and Creative Active-learning Exercises* is forthcoming by Teachers College Press. He co-founded the professional development group *The CUNY Games Network*, built his own gamified learning management system *Levelfly*, delivered over 150 presentations outside his college, and was awarded 13 grants. Joe has spoken to many educators who desire high-impact pedagogies: game-based learning is the best tool he's found for this mission.

12:30 p.m. – 1:30 p.m. **Enjoy Lunch with your colleagues (Advance registration required)**

1:30 p.m. – 2:30 p.m. **Sex, Gender, and Sexuality: Dismantling binaries and assumptions** *Student panel facilitated by Celia Winchester*

After a tumultuous year, many of us have been taking new perspectives on equity and inclusivity to help all students feel that they are in a brave space. However, there is still work to be done. Typically, students will only discuss issues of personal and sexual identity under conditions in which they feel safe and comfortable. We are fortunate at this College to have students who are willing to discuss their experiences and perceptions of sex, gender, and sexuality in their academic, social, and family lives. Please join us in this panel discussion and learn how to develop a classroom that is meant for all learners.

2:45 p.m. - 3:45 p.m. **What's New in Canvas?** *Shannon Osborn-Jones*

You're now an expert in basic Canvas, but what more can it offer? How can Canvas help you streamline your teaching? In this session, we will look at some of the features in Canvas designed to make your job easier— we will cover new features in Canvas, how to set course visibility, how to use, alter or delete the template course and roll over course content without duplicating, and any other updates from Canvas. *This session brought to you the Department of eLearning.*

Join us for more in person workshops and conversations on Wednesday and Thursday of this week.

Wednesday, August 31, 2022

9:30 a.m. - 10:30 a.m. Building an Environment Where Play is Possible *Sheri-Rose Rubin*

Playful pedagogy can only happen if students like being in your class and trust you.
Join us for a discussion about creating a comfortable and warm environment where students feel that having fun and being playful is even possible. We will explore strategies to help faculty break down some of the natural barriers that exist between teacher and student.

10:45 a.m. - 11:45 a.m. Games in the Classroom? Shouldn't I be more serious? *Susan Altman*

Join this workshop for an introduction to game-based pedagogy and an opportunity to discuss the relationship between play and learning. Learn how to take the essential elements of games and apply these strategies to activities that invite deep learning and authentic engagement with course content.

12:00 p.m. - 1:00 p.m. Enjoy a Lunch Break on your Own

1:00 p.m. - 2:00 p.m. Community-Engaged Learning (CEL) *Jennifer Altman, Professor of Sociology and Faculty Co-Coordinator of Community Engaged Learning and Arianna Illa, Coordinator of Civic Engagement and Experiential Learning*

Join us for a discussion on Community-Engaged Learning. We will share this pedological tool used around the country to bring academic classes to life and empower students and faculty to make a difference. The discussion will include examples of unique ways that CEL can fit into your required curriculum and course learning outcomes, and all of the resources that are available to you at Middlesex in order to get started. Please join us to learn about how you and your students can impact the local community!

2:15 p.m. - 3:15 p.m. Choose one of the following workshops

Adding Interactive Elements in your Assignments with H5P! *Michael Sullivan*

It's no secret that students who read the material for class, do well. However, students who interact with the material retain it even better! This demonstration session will highlight a highly under used content authoring tool hidden in Canvas, H5P. H5P adds oodles of interactive goodies and games within your assignments. Best of all, the grades flow right to your gradebook! This session is geared toward our Canvas power users. *This session is brought to you the Department of eLearning.*

The Great Escape . . . INTO Learning *Shannon Pullaro*

Have you experienced an Escape Room to solve puzzles yet? Sounds fun, right? Games like escape rooms allow students to answer questions, respond to course content, and engage with each other while having fun. Research shows that gamified learning can improve knowledge acquisition and retention outcomes. This CELT session begins with a brief escape room game (created on Google Forms) to demonstrate applicability across disciplines. Then, we'll cover steps for creating the game so you can add an escape room for your own in-class activities and/or assessments.

Join us for more in person workshops and conversations on Thursday of this week.

Thursday, September 1, 2022

Please register for our in-person sessions at www.middlesexcc.edu/celt

9:30 a.m. - 10:30 a.m. Workplace Yoga for a Balanced Body and Mind *Arianna Illa*

Explore the benefits of yoga to help decrease workplace stress! Yoga is a great way to help rejuvenate your body and mind. This workplace specific yoga practice will offer information and postures designed to be done while working from your office. Wear comfortable clothes and bring your own mat if possible.

10:45 a.m. - 11:45 a.m. Games for the First Day of Class Susan Altman

Ready to change how you engage your students in your first class? Do you usually go over the syllabus but are thinking about how you can "level up?" Can you incorporate play while still covering the syllabus and engaging students with course content? Whether teaching in person or online, join this interactive workshop to re-think the first day of class and bring new ideas to engage your students.

12:00 p.m. - 1:00 p.m. Enjoy a Lunch Break on your Own

1:00 p.m. - 2:00 p.m. STOP it Like it's Hot: Strategies & Tools for Zero Plagiarism (STOP) *Joseph Pascale*

Now it's simple for you to teach students what plagiarism is and how to avoid it by embedding modules from the STOP workshop right into your Canvas course shells. These interactive and engaging online resources help students learn solid research and citation strategies, so they know better than to plagiarize.

2:15 p.m. - 3:15 p.m. Choose one of the following workshops

Canvas Q & A *Shannon Osborn-Jones*

Join us for an open discussion of how Canvas is working for you. Bring your questions and we will do our best to answer them on the spot. We will highlight some of the advanced features of Canvas, such as the mobile app and new quizzes, group assignments and other tools that you may or may not be aware of. *This session is brought to you by the Department of eLearning.*

Shedding Light on Boxlight *Dan Grek*

With more of us returning to campus, there will be more opportunities to utilize the Boxlight smartboards to enhance our classroom experiences. Join CELT for an interactive demonstration of the smartboards, covering getting started through some more unique uses. We will discuss using the Boxlight as a whiteboard, more complex instructional tool, "projector" for a class PC or laptop, and even as a touch screen extension for classroom PCs. Come with your questions, ideas, and any other uses you may have found. There will be time at the end of the presentation reserved for trying out a Boxlight if you have not yet had a chance.