

Tuto general Gademavo

Welcome to the serious game GADEMAVO developed by the e-learning HES-SO Cyberlearn centre, together with the support from Switch.

Among various new orientations concerning e-learning, serious gaming promises an interesting approach in applying new teaching methods used with « Digital natives ».

Having recourse to gaming by no means aims at replacing a presential course. In a blended learning approach, gaming argues in favour of student motivation, in class and outside class, and helps students become involved in the learning process.

GADEMAVO allows students to be confronted to practical cases in the professional context for which they are training. It is aimed at HES students and targets at making them develop the ability to solve problems and taking the right decisions in a context which refers to their future professional insertion.

A case study is submitted to the student by means of numerous multimedia resources and varied mechanisms to give him food for thought on a particular problem, providing him with different game options (scoring points, objects, etc.).

The game takes place in four rooms (meeting room, oval room, situation room and decision room) and lasts approximately 4 hours.

We recommend you proceed as follows to launch a GADEMAVO game:

First step

Create the game for your class (see tutorial on « Create a GADEMAVO game »). This very simple step requires no programming skills.

Concurrently, create the case and the necessary documents associated to the case.

Second step

To play in class, plan 3 teaching sessions, or only 1 hour if you foresee to make your students play outside class hours.

Third step

- **Students must be explained the aim of the exercise:**
 - Test a new approach to problems linked to their future profession,
 - Rely on collaboration and the group to improve in practical analysis.
 - Learn by engaging different methods to solve practical cases.

- **Students must be explained the working method used:**

- Form groups (ideal size : 3 people)
- Play the game during 1 ½ course session (4 hours approximately) or outside class hours.
- At the end of the game , indicate that the result is sent to the professor

The game is simple to play. As for most video games, no help is proposed, because it relies on students' intuition and thinking ability in order to reach the final goal.

- **Explain the game debriefing**

This is carried out in class, for each group, after a short global feedback.

- At the end of the game, the professor automatically receives the game reports for each group. Included are the documents with the analyses produced by the students outside the gaming time, the number of points scored and three types of decision they intend to implement. He can then briefly analyse the reports before giving oral feedback to each group directly.

FAQ

Is what I teach compatible with a gaming approach?

GADEMAVO relies on the logic of practical case study. Any subject which is taught by including at one point or another, practical cases or problem solving, in the realm of a final client notion (patient, etc.), can make use of GADEMAVO.

Can I use this game with first year Bachelor students?

The game will prove more useful with advanced students with wider knowledge on how to solve cases, close to real life. However, it might be enlightening to use it with end of first year students, and then again at the end of the second year, in order for the students to measure their progress in dealing with the complexity of real life.

Is the game similar for all taught subjects?

The game mechanism and history are identical for all subjects. But the professional context differs, as well as the case proposed for study.

What contexts are available today in this game ?

The game relies on the metaphor of office, medical surgery, etc. and offers a pleasant 2D interface.

Three basic graphic contexts were developed.

- Health



- Computing



- Communication



Should you wish or need another context you can contact cyberlearn@hes-so.ch (027/606.90.17) for further information.

Who produces the multimedia resources needed to illustrate the practical case ?

You are responsible for creating the resources to illustrate the case. The simpler the resource (text) the less complex becomes the processing, but the less it reflects the client's (patient's) reality, and the less interest will be spurred on the student.

You can create multimedia resources with the help of Cyberlearn, as part of ecreation project calls, launched every February. If your proposition is selected, Cyberlearn will design all resources for free. However, the hours spent must be financed by your own school.

Can I use resources available on the Internet ?

Certainly, but any source must be quoted. Swiss law authorizes the use of resources in the pedagogical realm, when fees are paid to attend a course, which is the case at the HES-SO

How much time is needed to create a game ?

Concerning computing configuration, only a few minutes are required to create a GADEMAVO game.

As for the case and resource creation, and depending on the number of multimedia resources, several weeks are needed to set up a comprehensive case.

Do we know if the game is well perceived by the students ?

Cyberlearn conducted a quantitative survey among HES-SO students to find out whether this type of resources might interest them. 29% of the students who answered the survey, claim their wish to have such serious games available in their study plan.