

SNEAK TEACHING BRIDGE

a tool for learning bridge



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- PhD research fellow
- University of Bergen, Norway
- Research on:
design of educational environments & engagement
- Project:
Sneak Teaching Bridge

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SNEAK TEACHING?

LEARNING & GAMES

STEALTH LEARNING

“
... non traditional tools, such as games,
to encourage students to have fun and learn”

“
... students think they are merely playing,
but they are simultaneously learning”

(Sharp 2012)

LEARNING GAMES

(games, specifically developed for education)

to create fun and motivating learning situations

or

how can one
design a learning game
that teaches
without the player noticing?

sneak teaching!

GAME DESIGN

Flow

“ state in which people are so involved in an activity that nothing else seems to matter ”

(Csikszentmihalyi 1990)

challenges vs ability to solve

GAME DESIGN

Flow

“ state in which people are so involved in an activity that nothing else seems to matter „

(Csikszentmihalyi 1990)

challenges vs ability to solve

DIDACTIC DESIGN

Zone of Proximal Development (ZPD)

accomplishment of the learner by himself
vs
with help of a tutor

(Vygotsky 1978)

**Addressing a player/student's ZPD
in a learning game contributes
to the game flow**

instructional design for learning games

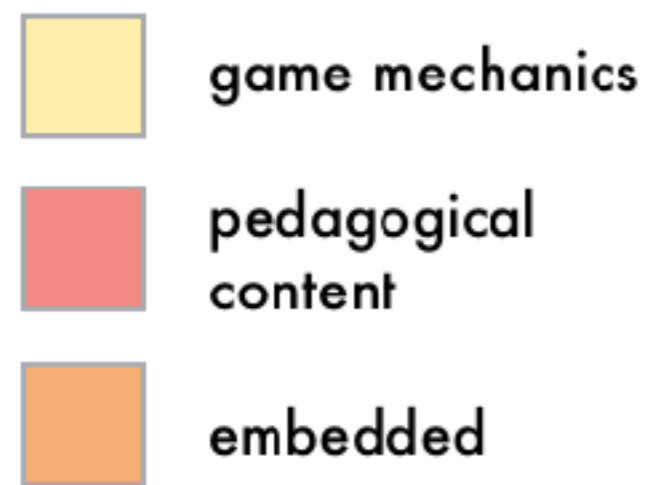
SNEAK TEACHING GAMES

“

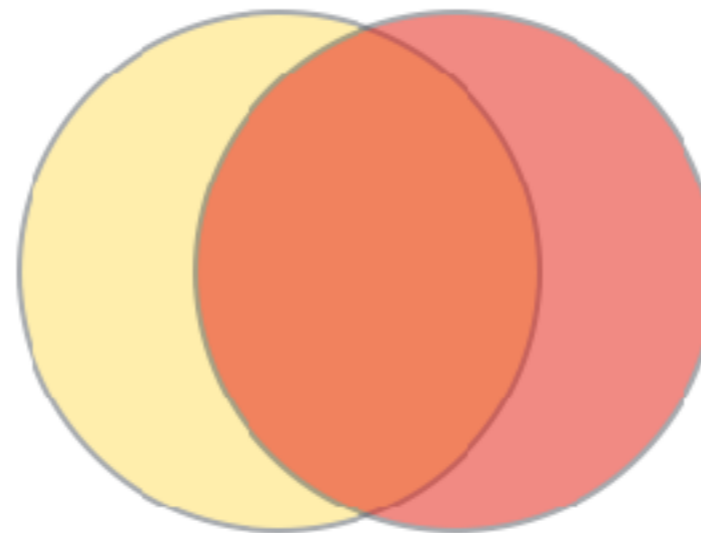
A Sneak Teaching Game is a type of Learning Game where the learning is hidden within the game mechanics, so that players perceive the game as an Entertainment Game

”

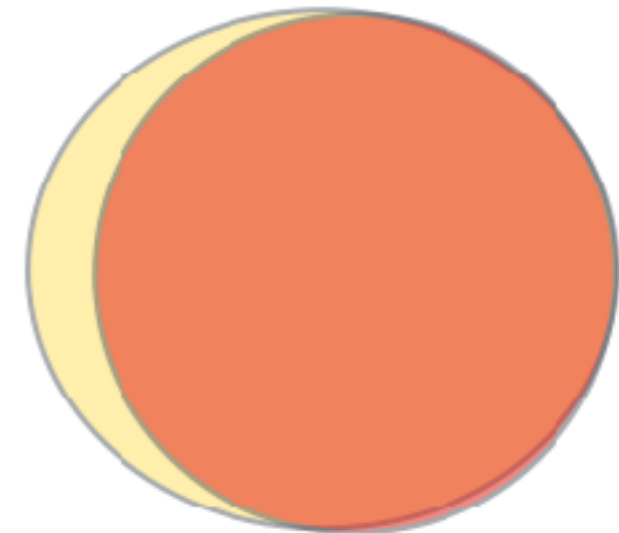
SNEAK TEACHING GAME DESIGN



Learning game



Sneak teaching game



SNEAK TEACHING GAME DESIGN

3D

- 1. Pedagogical dimension*
- 2. Game dimension*
- 3. Sneak teaching dimension*

**how to present pedagogical
content as a game?**

PEDAGOGICAL CONTENT AS A GAME

structuring of the learning domain
can contribute to scaffolding

&

embodying learning elements by game elements

sneak teaching Bridge

BRIDGE

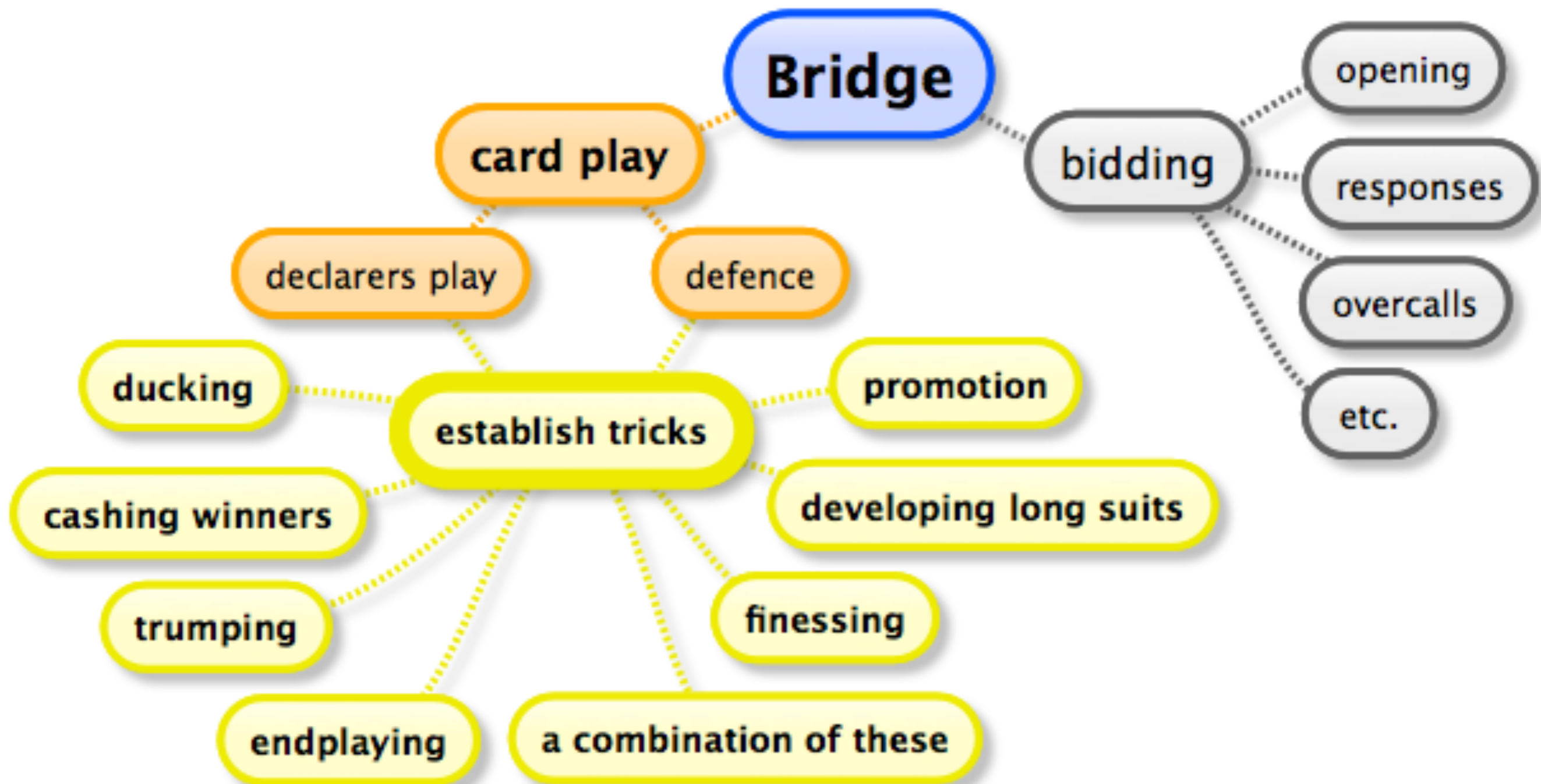
- problem to attract new players
- difficult to learn
- high threshold to start



DESIGNING BRITZ!

- 1. learning domain design*
- 2. paper game environment*
- 3. digital game design*

LEARNING DOMAIN



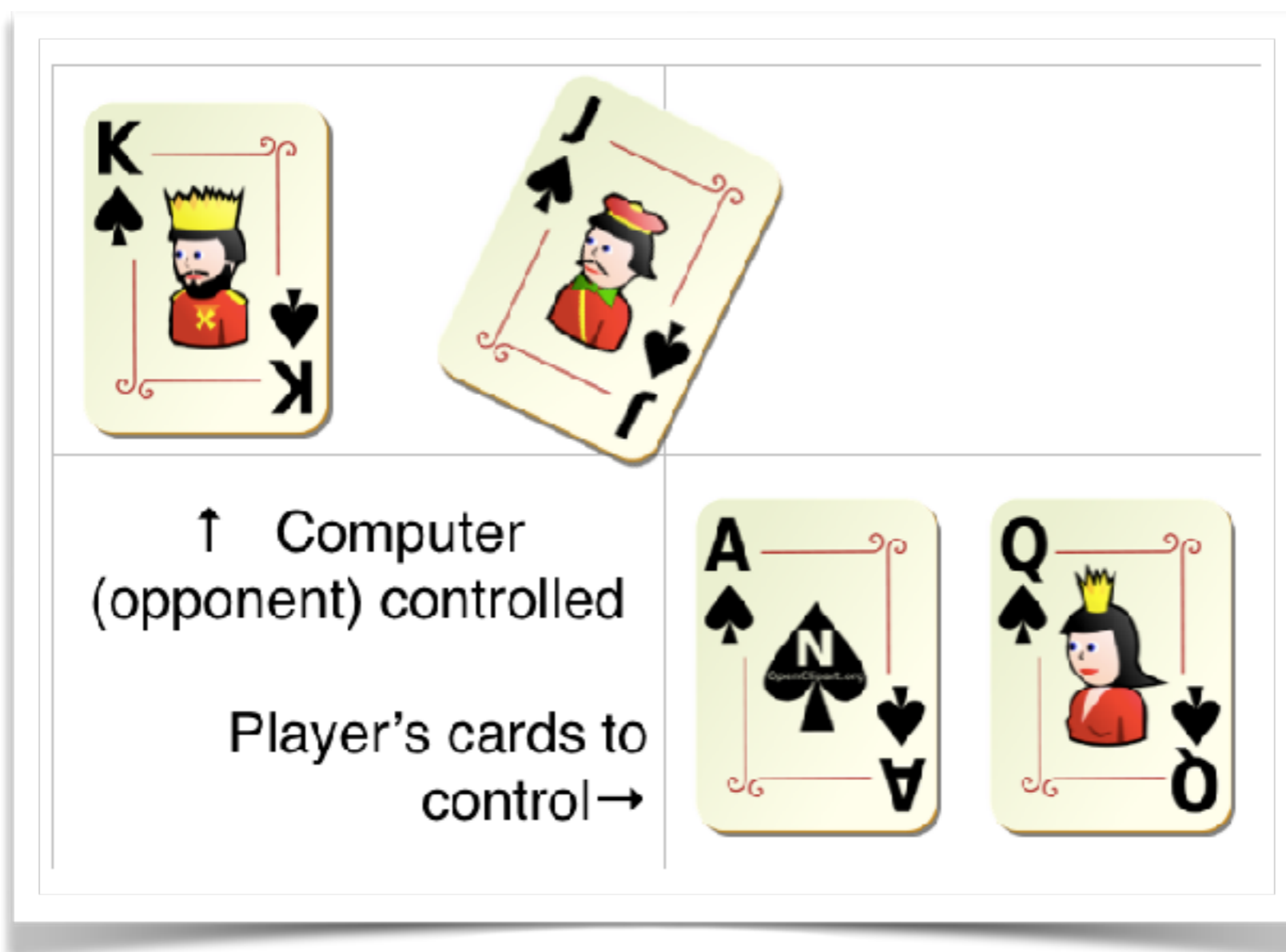
MINI PUZZLES



↑ Computer
(opponent) controlled
Player's cards to
control →



MINI PUZZLES



Level 1 T2 98 *	Level 2 JT3 875 *	Level 3 J3 * QT	Level 4 J97 QT5 *	Level 5 AKQ4 6532 *
Level 6 AK9 JT7 *	Level 7 KJT AQ5 *	Level 8 KQT * AJ6	Level 9 AK6 973 *	Level 10 QJ8 * A92
Level 11 KJ98 * AQ102	Level 12 854 4 32 * T3	Level 13 4 * 854 T3 32	Level 14 T76 Q K * JT9	Level 15 KQ A A * 43
Level 16 KT K AQ * 2	Level 17 KJ KJ AQ * A3	Level 18 KQ5 K AT4 * 5	Level 19 543 AK AK * 543	Level 20 AK K3 4 * AQ7
Level 21 AK5 3 Q9 * 54	Level 22 KQ4 3 AJ8 * A	Level 23 KQ94 - J87 * 4	Level 24 QJ KQ8 A8 * AJ7	Level 25 43 42 52 * 53
Level 26 A8 64 Q972 *	Level 27 T9 KJ6 KQ	Level 28 K4 QJT AQJT	Level 29 K3 8 2 AQ *	Level 30 642 * 6 -



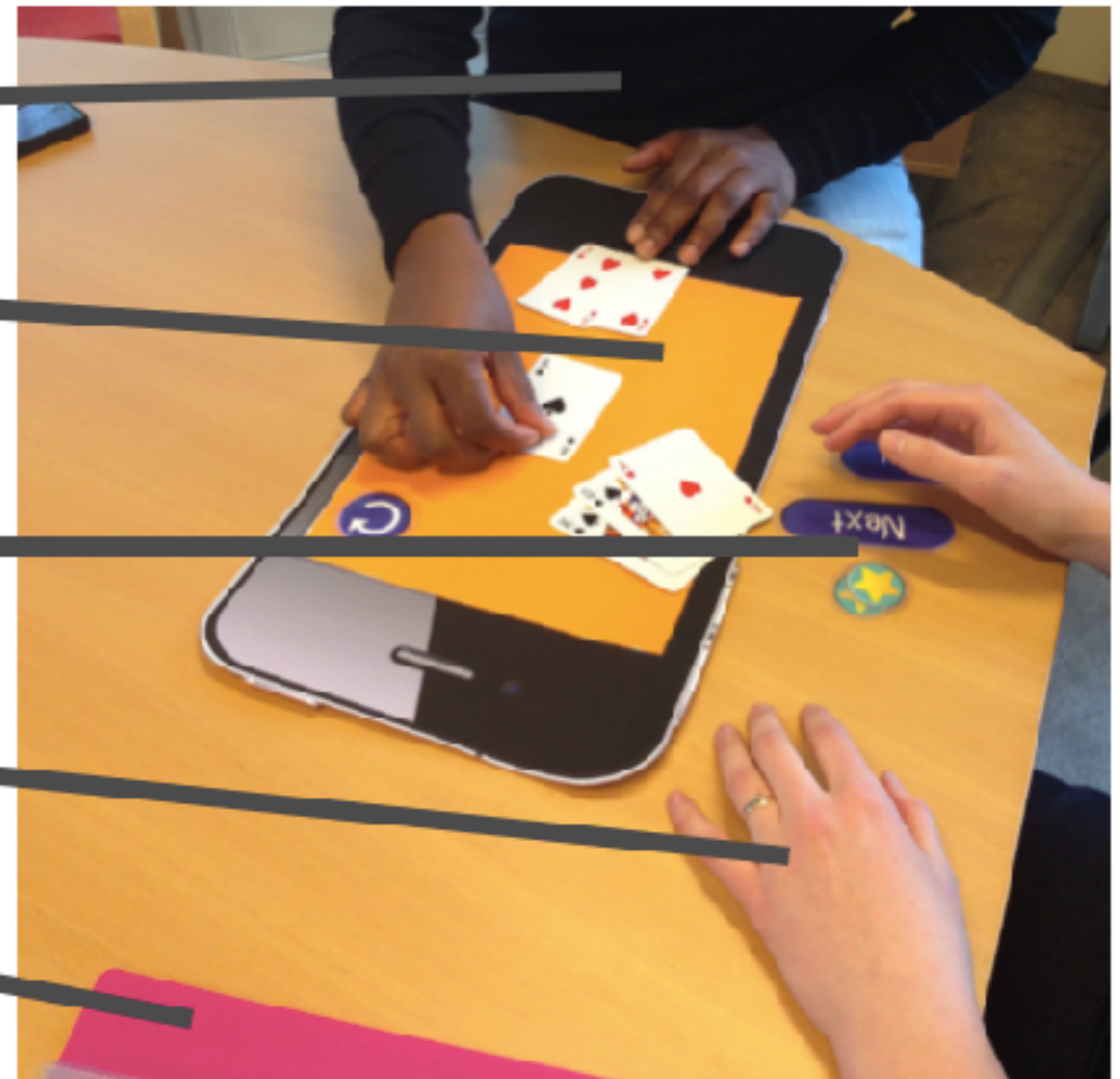
participant

game space

game elements
(currently out of play)

supervisor (opponent)

folder containing the levels





see sneakteachingbridge.com for the prototype
(made for viewing with iPad)

POTENTIAL & PURPOSE OF BRITZ

- all ages , including seniors
- extra training along side bridge classes
- convince non bridge playing friends
- puzzle game to stimulate the brain

FURTHER RESEARCH

- Which learning domains allow for Sneak Teaching
- Compare learning outcomes of Sneak Teaching Games to other teaching methods
- Further Britz!

ritz! Britz! Britz!
ritz! britz! Britz!
ritz! Britz! britz!
ritz! britz! Britz!
ritz! Britz! britz!
ritz! Britz! britz!
ritz! Britz!
ritz! Britz!
ritz! Britz!
ritz! Britz!

Britz!



Play

About

