

# Essentials of Designing Synchronous Games and Activities

## Program Outline

### Module 1: What type of games / activities are played in the online synchronous environment?

What are we dealing with? What are online synchronous classroom activities like? What do you want it to be like? By participating in the games and activities, we will begin to understand what is possible. Additionally, participants will come to class with a game in mind and while participating in examples, begin to think about ways they can do their game. This session provides examples of what we are working towards. By the end of session 1, participants will be able to:

- Define online synchronous classroom games and activities.
- Perform activities. Describe a game or activity to convert.
- Discover the capabilities of your online synchronous technology

### Module 2: Successful Design Practice

How are games and activities designed for the online classroom? What are the considerations for the facilitator and the producer to ensure they are successful? What technical directions are necessary? How are the instructions clearly provided to the participants? What materials are best? Through an in depth analysis of your online synchronous platform and the design of the games and activities demonstrated in session 1, at the end of session 2 participants will be able to:

- Compare the differences of executing a game / activity in the online classroom to the face to face environment
- Choose effective design principles for the facilitation, production and materials development of games and activities.
- Design a facilitator's guide and the materials for your chosen game or activity.

### Module 3: Let's PLAY!

This session is the culmination of the workshop where participants bring their games and activities to class and play them! Each participant will be given a time frame to run their game/activity thus providing them with the opportunity to pilot their design with a group of people who are interested in their success. Develop the materials prior to the session and receive feedback from the class participants as well as the facilitator. Through the process of critiquing others designs, learn the possibilities of the technology and creative uses of the online synchronous platforms. At the end of session 3, participants will be able to:

- Develop a Facilitators Guide and the materials for their game or activity
- Facilitate a game
- Receive feedback from class participants
- Critique other participant designs.