



teachingame

BRIDGE PROJECT

Handout of Teachingame Case 1

Elizabeth Eremenko

Daria Andrianova

Aleksandra Imekova

Mentor: Teresa Chen

2021

Contents

Company	3
Case:	4
Problem:	4
Our proposal:	4
1 Research	4
1.1 International research of teachers	5
1.2 International research of students	7
2 Brainstorming.....	9
3 Creating ideas, finding solution	9
4 Creating presentation for commissioner	10
5 Meeting with commissioner – choosing 2 ideas	11
6 Development and elaboration of ideas.....	11
7 Making prototypes	13
7.1 Jigsaw reading + lesson scenario.....	13
7.2 Game “How to be an adult”	14
3. Solution:	14
1 st idea – Jigsaw reading lesson scenario	14
2 nd idea – “How to be an adult” soft skills game	15

Company: Teachingame

Teachingame creates new formats and products for solving educational tasks such as simulations, business games, online courses, workshops.

The company's clients include universities, non-profit organizations, companies and, it also works directly with schools, teachers and students.

Main mission: to make education more interactive, immersive and fun.



МЫ СОЗДАЕМ ОБРАЗОВАТЕЛЬНЫЕ ИГРЫ,
СИМУЛЯТОРЫ И УЧЕБНЫЕ КУРСЫ, ДЕЛАЕМ
ОБУЧЕНИЕ ИНТЕРАКТИВНЫМ И ИНТЕРЕСНЫМ.

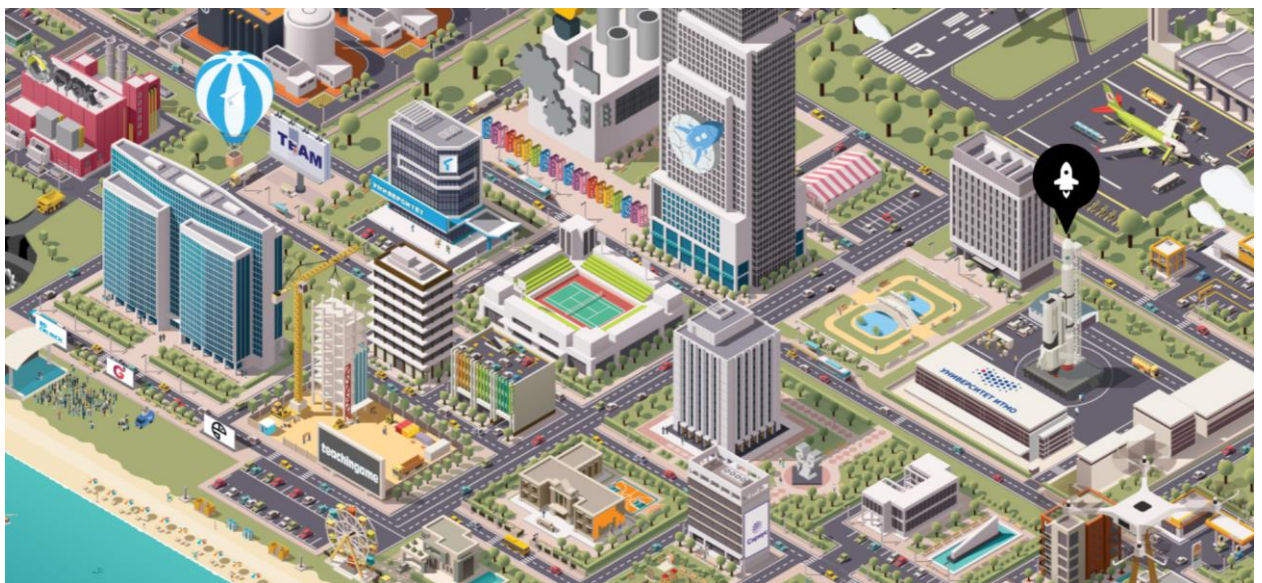
НАШИ ПРОЕКТЫ ОТЛИЧАЮТСЯ ДРУГ ОТ ДРУГА,
ПОЭТОМУ МЫ НАРИСОВАЛИ КАРТУ ИЗ САМЫХ
ПОКАЗАТЕЛЬНЫХ РАБОТ.

ИЩИТЕ КЕЙСЫ НА КАРТЕ И УЗНАВАЙТЕ О ТОМ,
КАКУЮ ЗАДАЧУ МЫ РЕШАЛИ, КАКОЙ ПОДХОД
ВЫБРАЛИ И ЧТО ПОЛУЧИЛОСЬ В ИТОГЕ.

НАЧАТЬ

ОБЫЧНЫЙ САЙТ

Picture 1- website of teachingame



Picture 2- website of teachingame

Case: Teachers and school administration say that now it has become harder to find new

ways to involve students, especially during online classes (but not only). Teachers sometimes have no time to create new tools or materials for their lessons. Further, there are lot of topics, skills and directions which are not covered by school standards but critically important for students. However, it is not enough to just create good instruments. In order to provide effective cooperation and usability for students, developers should deeply understand how teachers really work and solve their everyday tasks.

Assignment: Create tools to make education more engaging:

- find out real teacher's and student's needs,
- solve their problem by creating a tool

Our activities:

1. research
2. brainstorming
3. creating ideas, finding solution
4. creating presentation for commissioner
5. meeting with commissioner – choosing 2 ideas
6. development and elaboration of ideas
7. making prototypes
8. final presentation

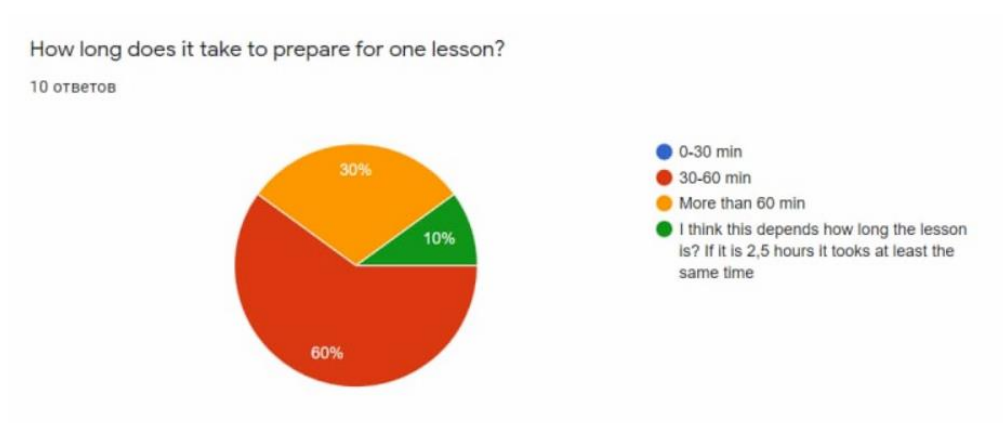
1 Research conducted

- research of international teachers
- research of international students

1.1 Research of international teachers

Based on the analysis of questionnaire made for teachers from Russia and Northern countries, we can make some crucial conclusions:

- 1) Teachers actively use interactive technologies making tasks with the help of videos from YouTube, questionnaire and exercises.
- 2) However, teachers spend a lot of time to prepare for a lesson and to find appropriate materials with the aims of the lesson in mind.
- 3) Teachers support the idea that interaction between students is necessary for their productivity.
- 4) Soft skills are crucial for everyday life, and it is almost a must to help students learn their basics.



What already made materials do you use to reduce preparation time for a lesson? (Name minimum 3 sites, apps, books or other things you use)

10 ОТВЕТОВ

Wordwall, already made presentations, Cambridge English for Teens- already made lessons, news in levels

I use weblinks and youtube videos.

previous lectures, online sources, new articles

electronic text books, Moodle, Adobe Connect

LinkedInLearning, Youtube, Digital documentation about topic (I teach game technology and programming), My own experiences

urait library, rosstat.gov.ru, consultant.ru, youtube

Hubspot Academy, Google Primer App, Business Finland webinar recordings

It depends from the topic, but books, blogs, articles and Youtube

rbc.ru, economist.com, expert.ru

Do you use these materials for student's communication? How?

10 ОТВЕТОВ

Yes, they do this task, then ask their partner or do this task in a group and create one outcome

Sometimes, I share the material.

via citations, provide students with respective links

Communication is done through Moodle or email, lectures are held on AC.

I making my own materials based on pre-study. I don't usually like use other materials. Only my own.

no, for online communication we use moodle and ms teams

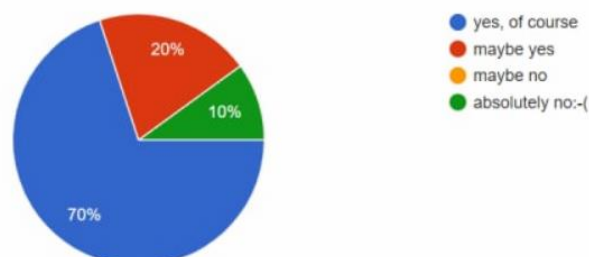
I guess no

When I have ready materials I add a personal or team task to it so that students will communicate relating to the material

yes, articles/video for discussion

Do you think it's necessary for students to teach each other?

10 ОТВЕТОВ



What do you lack in these already-made materials? Name a minimum of 3 examples.

10 ОТВЕТОВ

Already-made materials usually lacking information, not so exact, too vague and not finalized.

up-to-dateness, interactivity, ...

interactiveness, keeping students attentive, voluntary engagement

Here is example of my own material: <https://youtu.be/Kyor-8jMRMY>. Usually language is one of the reasons, I create my own video materials for students. I create path to follow and I can control all the time progress of learning. In my own materials I keep learning curve ideal all the time.

I like to combine my lectures with youtube video

Materials in finnish language and Finnish business cases

For example you have material but you need to came up by yourself how to use it, sometimes already materials are not 100% fitting what you needed and wanted, material is everywhere so it takes a lot of time to find ready material so sometimes it feels like it is the best and the same time to do the material by yourself

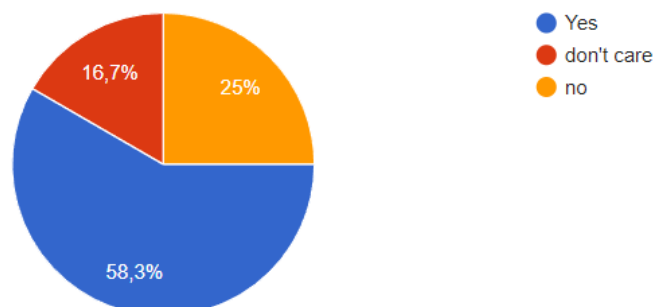
1.2 Research of international students

Below is the result of the student's survey:

Most respondents were from countries other than the Kolarctic regions. In order to view statistics around the world, we have sent a test for students from Canada, England, Russia, Finland, Germany and other countries. After our survey, we see that the students of the Kolarctic region are less interested in education. The main problem is the presentation of the material by teachers. Most teachers don't use apps, online courses, tasks are tedious and the same. Most Kolarctic students would like to receive more individual assignments that develop several skills at once.

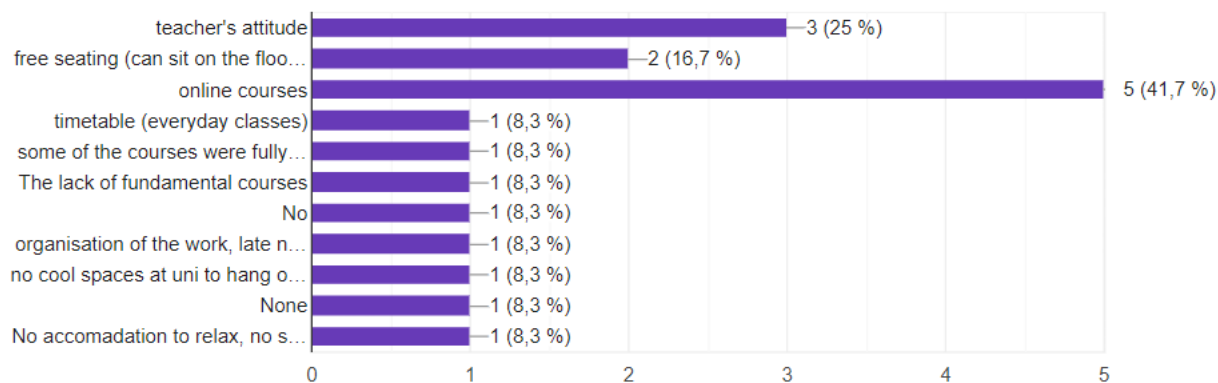
Do you like the educational process at your university?

12 ОТВЕТОВ



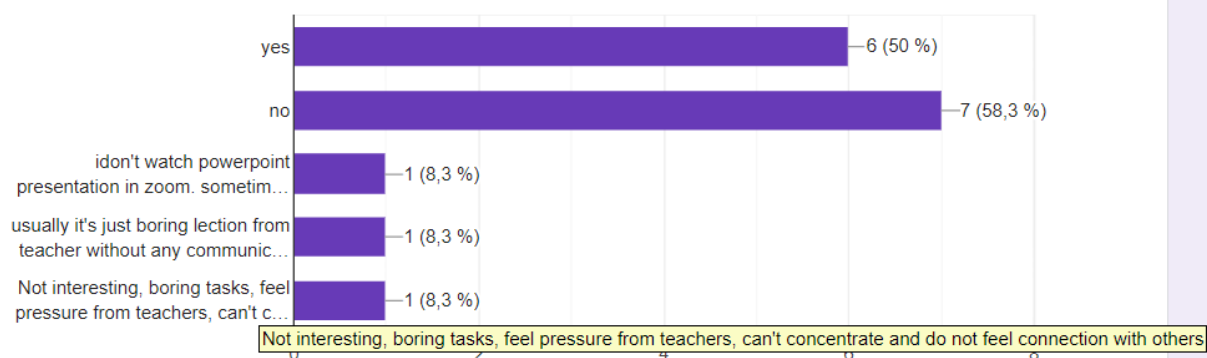
Tell the DISADVANTAGES of educational processes at university.

12 ответов



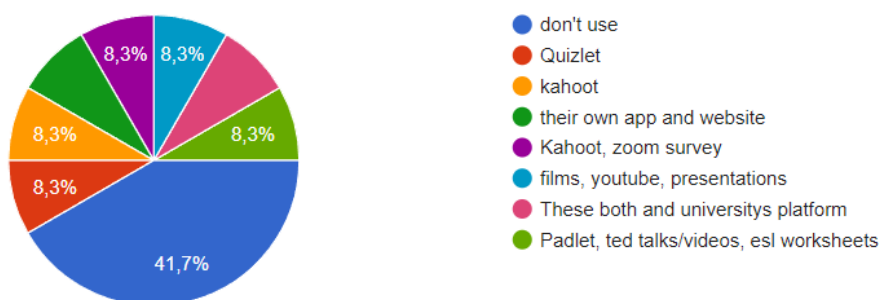
Do you feel engaged in your online lessons? If you don't feel engaged, tell why. (write in 3rd gap)

12 ответов



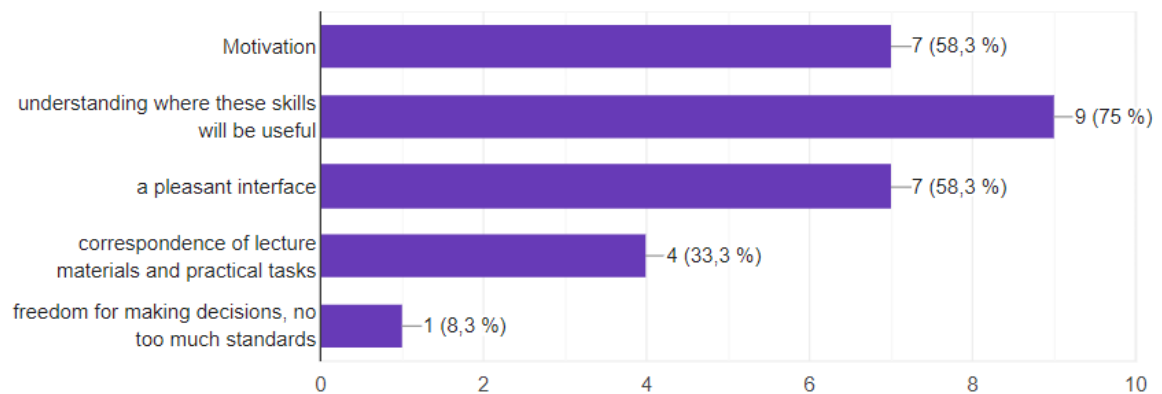
what tools does your teacher use? (kahoot, quizlet...)

12 ответов



What do you need to start a new activity/class ?

12 ответов



2 Brainstorming

After analysing the surveys, we were engaged in brainstorming. We chose the most important topics for respondents. We were looking for the questions that most concern teachers and students.

MAIN - strict educational standards

small problems: hard working conditions:

- lack of motivation to learn
- unengaged students
- interaction of teachers with students
- no time to create new tools, tasks and programs - no development
- stress
- no free time
- spaces are not organized for creative, effective and free work

3 Creating ideas, finding solution

We started answering questions from both participants (teachers and students) of the educational process. We were looking for solutions that would satisfy everyone. In the surveys they had

proposed all the solutions that came to minds. Some were difficult to implement and large-scale. However, we wrote out the most significant and viable ones and we concluded on eight (8) ideas.

OUR 8 IDEAS:

Patronage of schools (collaboration with schools on a test mode to check how it will work)

Jigsaw reading (students cooperate to find a solution to the question + project work)

Single platform (a part of marketing)

Game “How to be an adult”

Sex education (interactive course for school children)

Soft skills course

Friendship is magic

Lessons scenario

4 Creating presentation for meeting with commissioner

This is a part of our presentation for the commissioner. We also attach a link to the presentation.

WHAT CAN WE DO TOGETHER?
our ideas

1. Patronage over schools (collaboration with schools on a test mode to check how it will work)
2. Jigsaw reading (students cooperate to find a solution to the question+project work)
3. Single platform (a part of marketing)
4. Game “How to be an adult”
5. Sex education (interactive course for schoolchildren)
6. Soft skills course
7. Friendship is magic
8. Lessons scenario

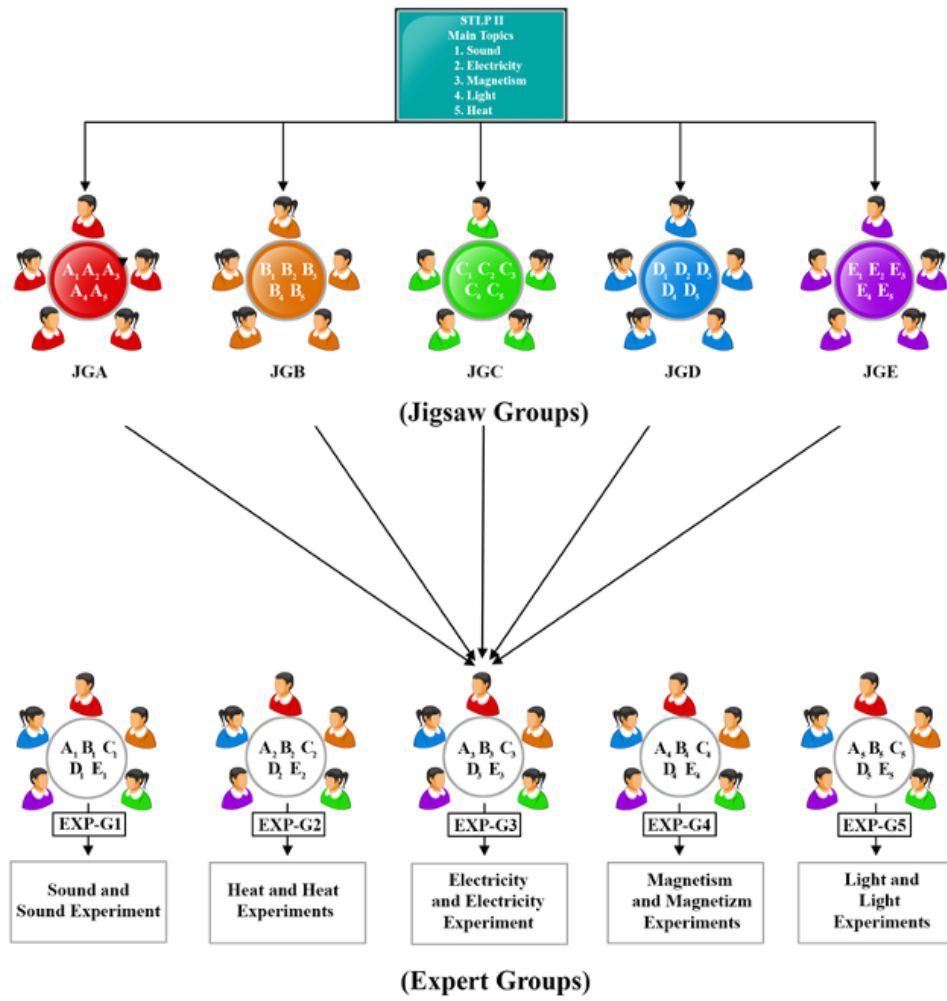
<https://docs.google.com/presentation/d/1MZHonvySPp-EBBAEW9WaLKXYyn8N0KZe-cjXtIDIrRw/edit#slide=id.p>

5 Meeting with the commissioner – choosing two ideas

We had a meeting with the commissioner during which we proposed the eight ideas. After discussions the commissioner chose 2 best ideas. These were **Jigsaw reading** + lesson scenario and the **Game “How to be an adult”** + Soft skill course.

6 Development and elaboration of the two ideas

Below are described the two ideas for the lesson scenario and the game. During this process, we considered different options for the implementation of the products.





7 Making prototypes

7.1 Jigsaw reading + lesson scenario

For making this prototype a general plan of a standard lesson was used. Additionally, there are plenty of interactive activities to make the scenario interesting and productive. For making a jigsaw exercise TED Talks Videos on the topic "Creativity" was used and including the necessary corresponding information.



7.2 Game “How to be an adult”

For a month we have been preparing prototypes of our products. Below is the prototype preparation process. The work on the game "How to be an adult" is presented:

The process of creating a project consisted of two parts: defining the range of issues that we want to present in the project and the design of the simulation in Figma.



3. Solution:

Now we gladly present and explain our main products:

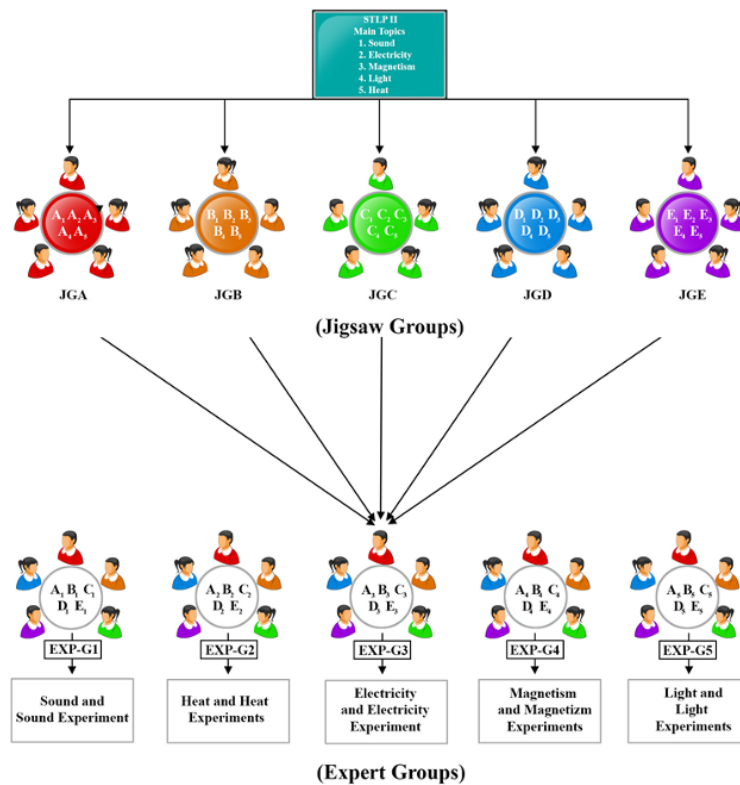
1st idea – Jigsaw reading lesson scenario

The product - jigsaw reading - is aimed at student interaction, the development of language skills and soft skills

Students ' activities during this assignment are divided into several stages:

- 1) division of participants into teams
- 2) each of the students has a piece of the whole text and must study it (read and understand)
- 3) joining new teams - in these teams there are participants who have the same parts of the text for further joint study and suggestion of ideas, what information to include and how to present it to others

- 4) participants return to the original groups. Now each of the participants presents his piece of text and now the team has a complete picture of the whole text and all the information
- 5) these steps are necessary so that the team can now complete a group's mini-project task on the topic



2nd idea – “How to be an adult” soft skills game

The simulation game "How to be an adult" is designed to make it easier for schoolchildren and students in their daily routine. It often happens that children are not taught how to solve simple everyday issues, they are not taught this at school, and sometimes they miss it at home. Therefore, it is often possible to observe a situation when a teenager leaving home and graduating from high school and moving to another city feels completely lost in the world of heaps of questions. Of course, there are people around and you can ask a question, or use Google to solve any problem, but we thought it would be great to combine answers to the most common everyday questions in one product.

The product is a simulation that simulates an ordinary apartment with rooms and dots, where the main questions are depicted: how to pay the bills, how to call the emergency service, how to store food correctly, and so on. Traveling from one room to another, a person can find a solution to his everyday problem. Further, for the convenience of users, you can display the available questions in the form of a list.

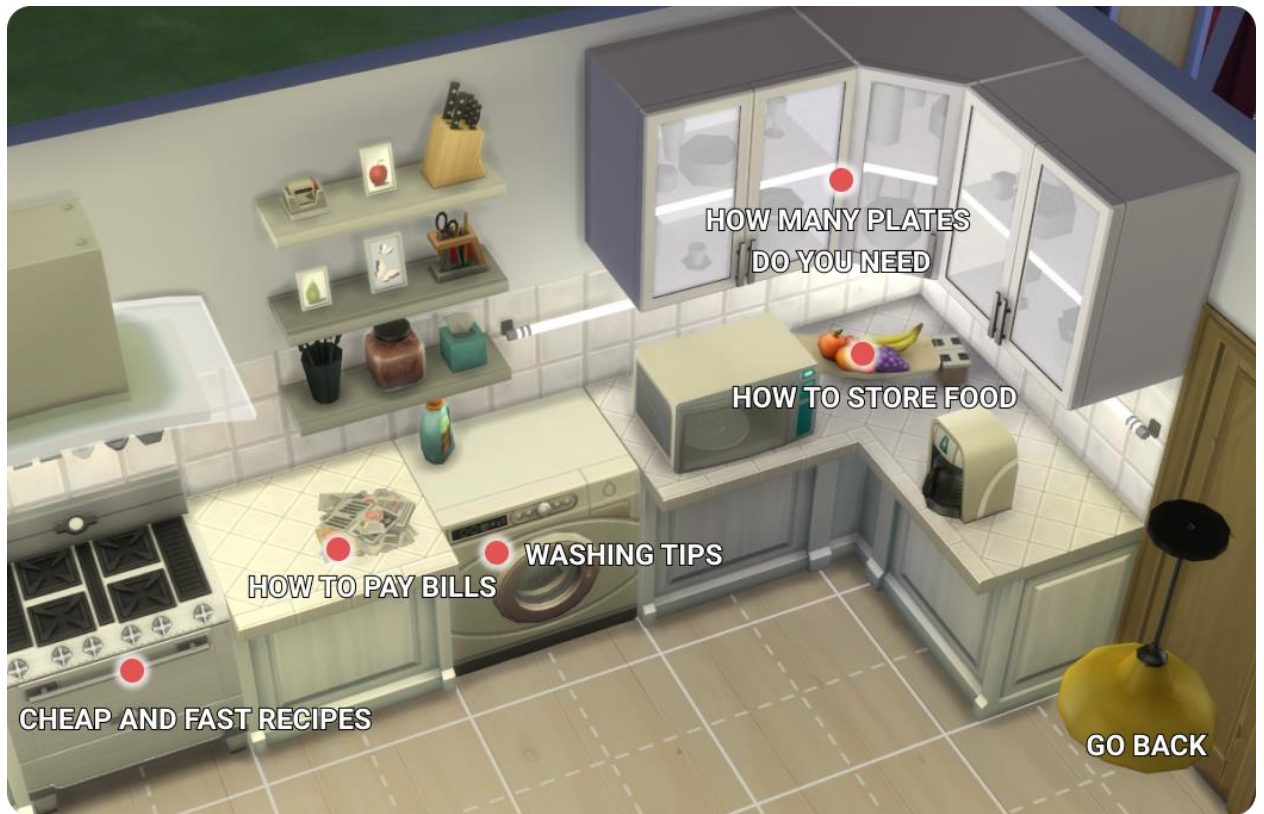
Two scenarios:

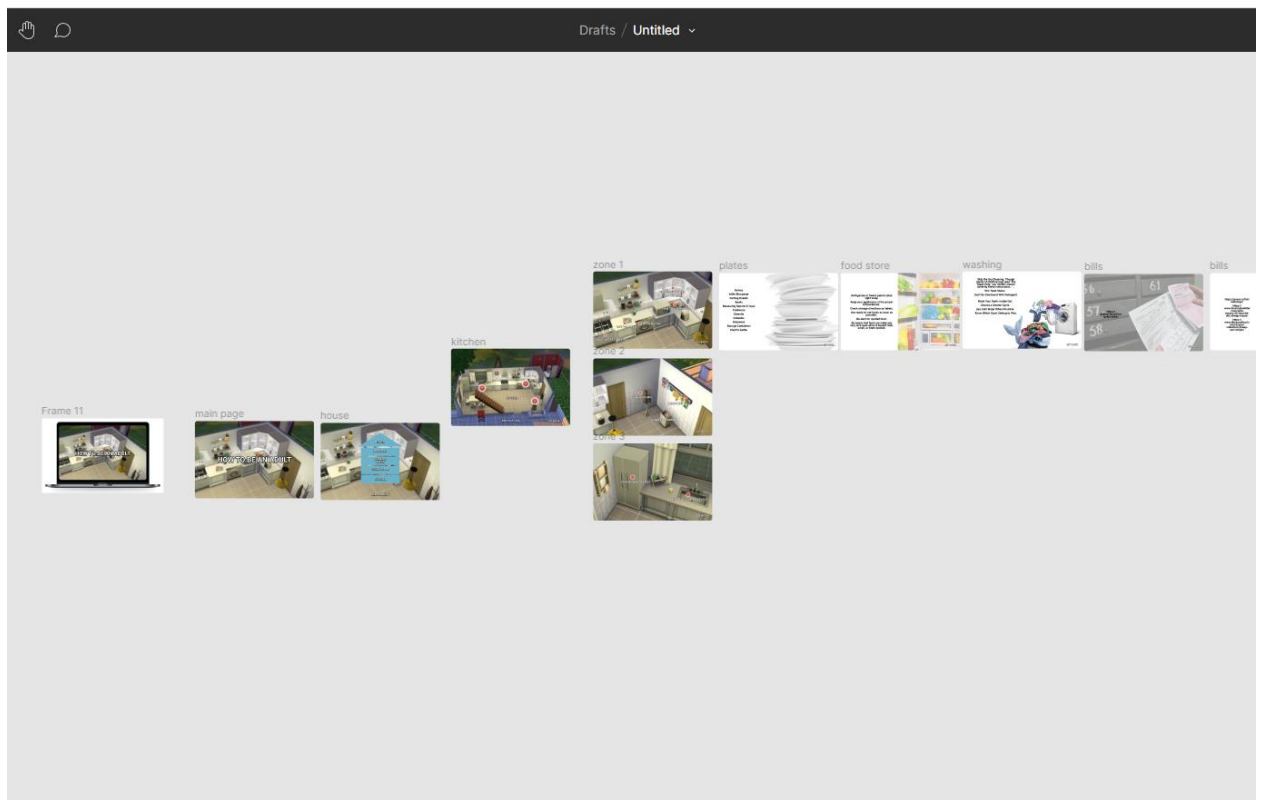
1. Working with universities and schools. Providing access to simulation to students upon admission and school students upon graduation from schools as a gift and for self-study.
2. Implementation of simulation in soft skills lessons at schools and universities. Analysis of solutions to simple everyday issues directly during the discussion at such lessons.

The process of creating a project consisted of two parts: defining the range of issues that we want to present in the project and the design of the simulation in Figma. For the design blanks, the Sims 4 was used, in which we created an apartment with ordinary rooms and interior details, in which ordinary everyday situations would be read. The rooms are visually divided into zones, where the topics themselves are located, for which the user can find a solution or advice. With prototyping tools in Figma, you can simulate playing this simulation. It looks like this:









Conclusion

During our project we had to understand real teachers' and students' needs during educational process. we've conducted research and found problems. To help to solve them we've made two products based on our commissioners' requirements. Lesson scenario and simulation game are easy to implement products that are both fun, engaging and productive