

Re:PLAY

RESEARCHING THE EFFECTIVENESS OF PLAYFUL LEARNING IN HIGHER EDUCATION.

- developing play-informed HEI teaching and assessment methods.
- transforming University teaching and learning to equip graduates for their careers.
- develop a robust evidence base for HEI playful learning.

8 PLAYFUL LEARNING APPROACHES* across ARTS + HUMANITIES, SOCIAL SCIENCES + BUSINESS, STEM, HEALTH-RELATED SUBJECTS

ROLEPLAY • SIMULATIONS • TRADITIONAL PLAY • DIGITAL WORLDS • HYBRID PLAY • GAMIFICATION • PLAYFULNESS • PLAYMAKING

FOUR (AMAZING) OBJECTIVES:

We will find out How playful learning approaches are used across the UK, and what senior H.E. leaders think about it.

We will understand the experiences, drawbacks and barriers associated with playful learning for all those concerned.

We will design, implement and evaluate a learning design process, framework + toolkit for developing effective playful learning approaches.

We will research the effects of playful learning on student learning, intrinsic motivation, fear of failure, sense of belonging, and creativity.

STATE OF PLAY

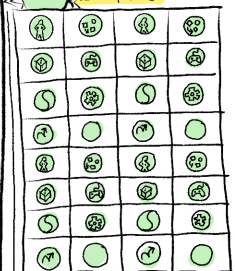
across a set of 6 diverse university settings.

SURVEYS

300 students + 50 HEI Staff per university

PLAY IN ACTION

comparative case studies looking at 8 types* across 4 areas



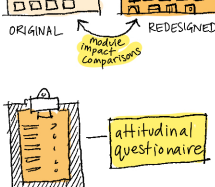
DESIGN TO PLAY

cross-institutional learning community



EVIDENCING PLAY

ORIGINAL module impact comparisons



EMERGING TRENDS REPORT

DATA SET FOR RESEARCHERS

ACADEMIC ARTICLE IN Int. Journal of Play

ONLINE PLAYFUL LEARNING SYMPOSIUM

BENCHMARKING TOOL FOR RESEARCHERS

PLAYFUL LEARNING DESIGN FRAMEWORK

STUDENT GUIDE

interview data set

JOURNAL ARTICLE Perspectives in Applied Academic Practice

CONFERENCE + media release

WHAT WORKS + WHY

report from case studies

TEACHING ENHANCEMENT WEBSITE A CASE FOR PLAY (open access book)

interview/ focus group DATASET

VALUING OF PLAY