CELT Newsletter: September 2022

Dear CELT Colleagues:

Welcome back! We hope you had a restful and restorative summer. The CELT theme for the 2022 – 2023 academic year is **Playful Pedagogy.** Research shows that play encourages experimentation, risk-taking, creativity, and innovation. Playful pedagogy maintains academic rigor while allowing students a new way to learn content. Join us in-person as we discover new strategies to help bring play into our classrooms.

We are returning to in-person events! Begin the year with the CELT Professional Day on **Tuesday, August 30.** We start at 11 AM (after the AFT meeting) with *What's Your Game Plan? Designing for a Creative Classroom* with Joe Bisz of the CUNY Games Network. We continue with workshops on all three days and throughout the fall semester. All of our workshops are posted to the [CELT Homepage]. Please register and join us!

Whether you are teaching online, hybrid, remote live, or fully back on campus, CELT is here to support you. Reach out to us if you need help or just want to chat about teaching. We are looking forward to seeing you!

Have a wonderful start to your semester! Susan

Register for all of our CELT Workshops on the [CELT Webpage]

All of our CELT workshops are back in person. In order to keep track of attendance and facilitate keeping track of attendance, please sign up in advance on Eventbrite to join us! https://www.middlesexcc.edu/celt/ We will send a reminder email (to your college Outlook account) to all registrants the night before the event. Please check your email. If you have any last-minute problems or questions, email: saltman@middlesexcc.edu

Programming for Adjunct Faculty

Are you a **"New to Middlesex?"** faculty member? Consider joining the "New to Middlesex" adjunct mentoring program. We will match you with two mentors (one from your department and one from CELT) to help you as you begin teaching at Middlesex. Please reach out to us with your department and the course you are teaching and we will match you to a mentor.

Adjunct Faculty: Whether you are a new faculty member, or one with many years of experience, we have a program for you! *Conversations in Teaching* focuses on topics specifically for adjunct faculty on September 1 and 28, October 26, and November 30. These meetings will be on Zoom from 4:30 – 5:30 PM. Please sign up on [Eventbrite] to join your colleagues in conversation.

Upcoming Events

August 30 at 11 AM: CELT Professional Day begins with *What's Your Game Plan? Designing for a Creative Classroom* with Joe Bisz, CUNY and followed by workshops on **August 30, 31, and September 1**

September 8 at 2 PM CELT Open House in JLC 230, The ACE Space for Faculty Resources

September 15: *Next Level Tech: Game Play*

September 20: *Rewards of Self-Care*

September 28: *Conversations in Teaching: Not Your Average CAT* (for Adjunct Faculty on Zoom)

Interesting Articles

A popular [Organic Chemistry] textbook moves to OER.

From Faculty Focus: [Finding the Positive: Your Mental Health and Wellbeing Matter]

Meet your CELT Executive Board for 2022 - 2023

Please reach out to the CELT Board and learn how to get involved! We welcome your ideas for workshops and your participation.
Director: Susan Altman
Full-time Faculty Board Members: Jennifer Applebee, Adriana Mamay, Shannon Pullaro, Crystal Quillen, Sheri-Rose Rubin and Stefanie Rufo
Part-time Faculty Board Members: Melissa Ellis and William Lipkin
CELT Mentoring Team: Chris Drew, Brian Lavey, and Clairie Vassiliadis

CELT Teaching Corner

Watch this space to learn more about your Middlesex colleagues as we return to our interviews for the October newsletter.

Playful Pedagogy

While you may not be ready to fully gamify your course, how can you start slowly with adding a more playful approach to your teaching? To start, you don't need to develop complex games that take a lot of time and brainpower. There are 5 types of games that can be incorporated into your classes. **Trivia and Quiz** games test student's recall of information. **Board** games promote critical thinking and can scaffold knowledge as the student works through the process. **Video Games** allow students to maneuver through events and strategize solutions. **Scavenger Hunts** allow students to acquire skills and knowledge. **Role Play and Debate** allows students to develop strong communication skills. All of these can be incorporated into your classes and can work with any discipline.

The CUNY Games Network has numerous ideas on how to bring games into courses across the disciplines. Games to use in the Humanities, Science/Health and History/Government are just a few of the ideas they share on their website.

Courses that require a great deal of knowledge acquisition in order to move forward are often hesitant to change their approach to teaching. Research shows that using games (for example, simulations, collaborative games) can increase participation, foster social and emotional learning, and allow students to take risks. Even weaving point systems, competitions, and other elements of game play can help with student engagement and knowledge acquisition. In this article from *Edutopia*, learn How to Use Gameplay to Enhance Classroom Learning.

In the article from the University of Chicago's *Academic Technology Solutions*, Introduction to the Use of Gamification in Higher Education the author compares the many similarities between gaming and learning. Exploring a new world is compared to exploring a new topic, quests are seen as learning objectives, and learning from failure is specific to both. This article also gives good examples of low/no tech, medium, and high-tech ways to include "gamification in action" in your classes. Quizlet, Kahoot, Jamboard, or Mentimeter are examples of how to incorporate low tech and low stakes activities into your course.

Digital Learning Innovations from Kennesaw State University has numerous resources on How to Apply Gamification to Your Content. The article shares that "some of the best elements to gaming are earning points and leveling up, collecting badges and trophies, participating on a leaderboard, multiple tries to get it right (lives), and choices." While the article states the benefits of gamification (increases engagement, provides motivation are two examples) it also shares that it could possibly decrease student attention span, planning adds a lot of time to set up your course and stresses the importance of keeping content relevant and useful.

There are many different ways to increase engagement in your courses with gamification. Please join us throughout the fall on **Tech Thursdays** when we discuss **Next Level Tech: Game Play**. We look forward to hearing what you are doing.