

## EDUC 475/698A

### Mindtools for Investigation and Education

#### Session, Date and Topic

Sessions correspond to the dates below. The topic of discussion will be covered on or by that date (via F2F, chat room or through the online discussions) based on the readings from the *prior week*.

Topics are covered through readings, activities, and mini-assignments etc... prior to the date --so that the final discussion corresponds to the date indicated. e.g., you will read about resources, policies and theories of integration between 2/2 and 2/9 --ready to dialogue (synchronously, asynchronously or face to face) about what you have learned on or by 2/9. All mini activities and discussion threads (if assigned) need to also be completed by this date.

Session/Week	Date	Topic	Targets
1	1/26	Course Overview and Introduction to WebCT and Introduction to Card and Board Games for Education/workplace training	
2	2/2	Designing Your Own Board Game Part I	
3	2/9	Board Game Design Part II	
4	2/16	Board Game Design Part III/Work Session	
5	2/23	Group Board Game Exhibitions /Intro to MicroWorlds	Board Game Draft Exhibition
6	3/2	Microworlds I	
7	3/9	Microworlds II/Work Session	Playable Board Game Due
8	3/16	Microworlds Exhibitions/Internet game templates for educators/what can be done with Excel as a gaming application	Microworlds Exhibition: sharing ideas-drafts
9	Spring Break	Spring Break	
10	3/30	EdGames Theories-Wiki contributions/Internet game templates/Excel Work Session	
11	4/6	Theory-Wiki/eGame Project Selection	Mini Excel/template simulation
12	4/13	Theory-Wiki/eGame Group Work Session	eGame Analysis
13	4/20	eGame Group Work Session	
14	4/27	The Class Bead Game/Work Session	
15	5/4	eGame Group Work Session Peer Feedback	
16	5/11	eGame Presentations/Closure	eGame Group Design Microworlds products