

**Engage Round 2 Simulations and Games
Awardee Mid Project Check-in Survey Results
July 2010
Compiled by Lindsey Schmidt**

This survey was sent out to the 13 Engage awardees who are working on Simulations and Games projects. Nine people responded, a response rate of 69%.

*Due to a glitch in the survey tool, the questions marked with this star were only displayed to 4 of the awardees.

1. What is working well with you and/or your project thus far?

- Basically every aspect of the project is going very well thanks to our program manager, programmer, and the rest of the team.
- Our team leader continues to be fantastic. The weekly sessions are stimulating, and although progress has appeared, on the surface, to lag at times, we are tackling some difficult issues and making significant progress. Our team leader has been able to draw from the talents of a large set of people and this has helped us move along – especially as we have tried to develop ways to visualize and compare the learning patterns of experts and novices.
- Our team has done an excellent job of keeping us focused, remaining in the scope of the project, and learning enough about the material to add value to the simulation development. We meet frequently enough to continue progressing but not when we have nothing to report on or add to the process.
- Our team has done a great job developing Case-Scenario Builder. And I'm delighted that Academic Technology is so strongly committed to developing and distributing this authoring program. And I deeply admire and appreciate their commitment to doing high-quality work.
- Programming issues regarding the use of the content are going very well.
- The accumulative knowledge and experience regarding educational game design since Round 1 from my project team, as well as from other Engage awardees, have been valuable
- The DoIT team is accommodating my schedule
- Availability of Engage team members for meetings
- Fantastic team. Love the folks I'm working with. The results are terrific. I am very happy with the product and the support/input I've received. I could never have done this alone.

2. Is there anything missing from your project that would be helpful to you?

- More funding, I suppose!
- Only more time
- Not that we are aware of
- Sense of deadlines, organization, money spent from the grant so far, duties of a manager.
- I could benefit from more effective project management and a clearer vision of where the phased implementation approach would take me at the end of Round 2

- Salary for a faculty working over the summer seems reasonable even if it's only one week or two.
- Great minutes-taking skills. More availability of our developer for development work.

3. What lessons have you learned this past year about working on innovative projects?

- One thing that has come into sharper focus for me personally is how good evaluation (user testing, etc.) can help us. Certainly, there's too much evaluation going on in the academic world but carefully planned, thoughtful evaluation can be valuable.
- Big surprise – things you have never done before take more time than you think.
- There are a multitude of ways to enhance learning. We are enjoying the opportunity to create a simulation that should make this subject matter easier to understand and apply, and this sim could be used in different course materials.
- How important it is to have a stable team with lots of continuity to develop a complex project. How valuable it is to collaborate with colleagues across campus who want to use CSB in their teaching. How important it is to develop an authoring tool that is flexible (i.e. has many features) but still simple and intuitive to use.
- Learned more about the players needed on these innovative project teams
- That trial and error is part of the learning curve; having access to the right literature and subject experts would help shorten the learning curve and avoid duplicating effort.
- They are hit or miss in the eyes of the students. Sometimes they love them and other times they dislike them.
- Keeping all the info organized and in one place (on the wiki) and taking excellent meeting minutes is very valuable. In creative work phases, leadership (thinking like a responsible leader) needs to come from every team member, otherwise we get lost in too many tangents.
- 1. Make sure to budget far more time than you think will be needed. 2. Make sure to rely on your team – everyone has something to contribute, even if it is a lost a confuse look that forces you to slow down and explain. 3. Bring along grad students! They are super creative (sometimes too much so), and they get to see/learn a whole new side of teaching and learning. 4. It is fun to work with game people.

4. How has participating in the Simulation and Games Award changed your teaching? *

- My experience has reinforced the realization that students of today learn differently from us (instructors). I now design my course with more of the pedagogical considerations in mind.
- Not yet
- I get more creative ideas about tools to set up for students to use for learning on their own, instead of depending on me.
- It gave me something to offer my students to get involved with. It helped me directly relate to them when I asked them to do an innovative/creative project for class I was able to model that spirit of adventure, and emphasize with the excitement and challenge of it.

5. Have you attended any of the Engage lunches?

Yes	No
8	0

6. Was it valuable? Why or why not?

- It is always interesting to hear what other projects are doing and find common elements. I also enjoy presentations on the state of knowledge about games and simulations for teaching
- Not very valuable
- Yes. Keeps my motivation and interest up by seeing other project move forward, seeing other approaches to similar problems, and simply getting the team feeling.
- We play tested a very early version of our game. Might have been too early....but the feedback was helpful. I attended some of the orientation ones and got a better sense of what I could do with games. Now I'm hooked!
- Communication between colleagues across disciplines and campus is one of the most valuable aspects of the program
- Yes, because the dialog gave us some actionable redirects and ideas for our project.
- Yes, it is always stimulating to see other ideas and challenges.

7. What topics would be of interest to you for future lunches?

Topic	N
Research on teaching and learning with games and simulations	5
Licensing your game of simulation	4
Examples of games and simulations in higher ed	4
What does it mean to make your game open source?	4
Hearing about other projects	3
Conversations about the next Innovation Award.	3
Other: - Best practices of integrated learning between different departments/groups and within course curricula.	1

8. Do you have ideas for how you will sustain your project after Engage?

- Seek departmental/college level funding; also NSF
- I hope to use my Sim every year of more often
- No
- Am looking for outside funding or a publisher for it

9. Do you have idea for how Engage can help prepare you for the end of the program? (i.e. help to share, promote, or publicize their game/sim)

- Collaborate and contribute on proposal preparation: identify funding programs, provide feedback on proposal drafts, etc.
- We are trying to generate more interest in this project and this method of teaching as well. Perhaps the Engage Team or our team could work with

Department Chairs and Deans in curriculum development to share the success stories and get all the teaching instructors exposed to some of the games and sims that are established and consider how with a little work (i.e. relatively few hours of reprogramming) they could take an already created game and modify it to use in their classes. We might also use student surveys and forums after these games and sims have been utilized in their classes to share with instructors and TA's the features and benefits of integrating games into their work.

- Continue to do a great deal to share and promote CSB.
- Discipline to set goal to complete programs, and make timelines and decisions to make that a reality. Need a balance between ideas and vision, and common sense limitations of time, money and staff compared to commercial products.
- Help promote and publicize; also make consultants available for further work funded by other sources
- Help me migrate the sim to my own server or laptop
- Set up all the source code and documentation for full public open-source access, regardless of how "finished" it is. We can take it from there. Without good documentation, we're doomed.
- Yes-help me figure out how to license it, how to package it. Help me actually get it into a disseminable form - i.e. I really want this to be an online game. BTW - when IS the end?