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Zombifying Instruction: Engaging Students with Game-Based Learning

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Life is more fun if you play games.
--Roald Dahl

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**Genesis &
Development**

Zombie Day

**Struggles &
Hurdles**

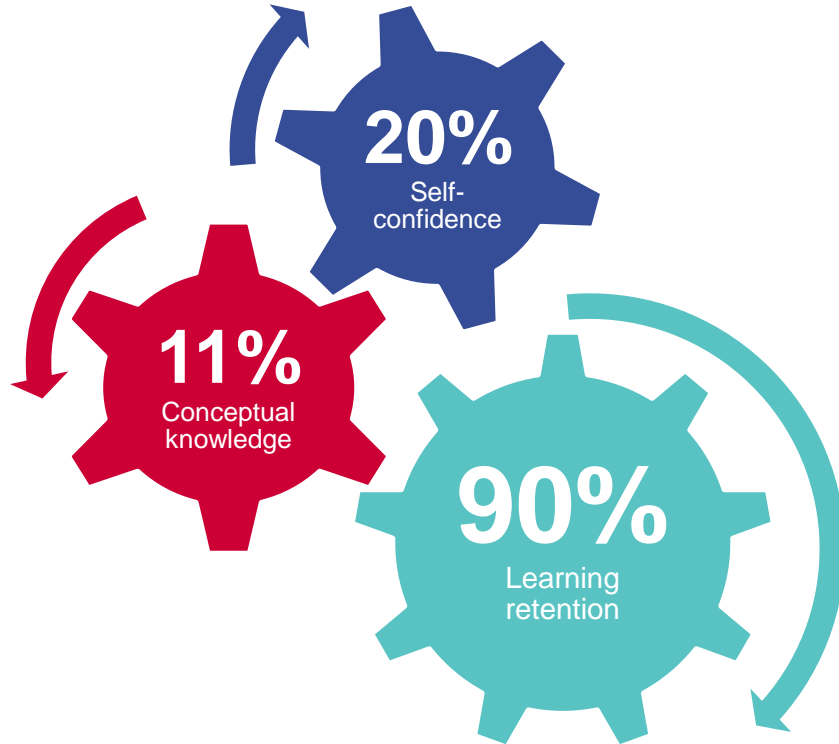
**Lessons
Learned &
Takeaways**



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Genesis & Development

Game-based Learning



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Our Motivation

- ▷ Master class invitation
- ▷ Experiential learning
- ▷ Community building
- ▷ High engagement & participation
- ▷ Executive summaries & elevator pitches



Zombie Pause



Home Base

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Zombie Day

When Zombies Attack

- ▶ Guide walkthrough
 - <https://guides.smu.edu/zombies>
- ▶ Cruising Dead & The Fantastic Five
- ▶ Agile & flexible thinking



Zombie Pause



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Struggles & Hurdles



You Want to Do What...?!

- ▷ Getting buy-in
- ▷ Accepting the uncertain
- ▷ Our own flexibility
- ▷ Leap of faith



Zombie Pause



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Lessons Learned & Takeaways

And What Did We Learn?

- ▷ A bit more guidance
- ▷ More time needed for deliverables
- ▷ Some sections confusing and overlapped

Great Rewards



- ▶ Let students lead and surprise you.
- ▶ Be open to the unexpected and students' creative potential.
- ▶ Build in enough guidelines to ensure students are invested and allow them the freedom to adjust.
- ▶ Teamwork and friendly competition generate student excitement and motivation.
- ▶ Time management and co-teaching are key.

Zombie Pause



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Future Plans

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Let's Play



Sources



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Presentation Box folder: <https://smu.box.com/s/duriodgkoyojoy0ptk65rauywckoauqos>

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Thank You!



Any questions?



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