

Using gamification techniques for online tutoring

The Centre for Teaching and Learning hereby invites you to a lunch-hour “padkos session” as part of the Auxin Project. The Auxin Project aims to create growth opportunities for SU lecturers.

Presenter:

Ms Kayla Lawson from the Science Faculty

During this Auxin session, Kayla Lawson will reflect on an e-tutor programme she designed to respond to the challenges of increased class sizes, which leads to tutoring becoming more expensive and less accessible to students at risk. The e-tutor programme uses concepts of gamification to teach the basics of Microbiology. The e-tutor program is easy to run, monitor, and use. Setting up the game on the institutional Moodle platform can cause some level of difficulty, but once the structure is in place, it is easy to modify. The e-tutor was tested in 2016 on a first-year sub module in Biology and received positive and insightful feedback from students. We believe that this played an integral part in student success rate, and contributed to the positive learning experience of students.

When:

Tuesday, 25 April 2017 from 12:45 to 13:45 (“padkos” will be provided)

Where:

Den Bosch, 41 Victoria Street (opposite House Skuilhoek and directly behind the Conservatoire)

There are only 15 places available. Please contact Nothemba Nqayi at nothemban@sun.ac.za or 021 808 3717 to reserve your place.

[A podcast will be available on the CTL website after the session: www.sun.ac.za/ctl]

Die gebruik van “gamification” in 'n e-tutor program

Hiermee nooi die Sentrum vir Onderrig en Leer u graag na 'n etensuurpadkossessie as deel van die Auxin-projek. Die Auxin-projek het dit ten doel om groeigeleenthede vir US-dosente te skep.

Aanbieder:

Me Kayla Lawson van die Natuurwetenskappe

Tydens hierdie sessie Auxin, sal Kayla Lawson reflekteer oor 'n e-tutor program wat sy ontwerp om op die uitdagings van groterwordende klasse, en die duurder en minder toeganklike onderrig vir risiko-studente, te reageer. Die e-tutor program maak gebruik van konsepte van “Gamification” om die basiese beginsels van Mikrobiologie oor te dra. Die e-tutor program is maklik om te bestuur, te monitor, en gebruik. Die opstel van die speletjie op die institusionele Moodle platform verg 'n sekere mate van bedrewenheid, maar wanneer die struktuur eers in plek is, is dit maklik om te wysig. Die e-tutor is in 2016 in 'n sub-eenheid van die eerstejaar Biologie module getoets het positiewe en insiggewende terugvoer van studente uitgelok. Ons glo dat dit 'n integrale rol in studente sukses gespeel het en tot die positiewe leerervaring van studente bygedra het.

Wanneer:

Dinsdag, 25 April 2017, vanaf 12:45 tot 13:45 (padkos word voorsien)

Waar:

Den Bosch, Victoriastraat 41 (oorkant Huis Skuilhoek, direk agter die Konservatorium)

Slegs 15 plekke is beskikbaar. Kontak asseblief vir Nothemba Nqayi by nothemban@sun.ac.za of 021 808 3717 om u plek te bespreek

[Na afloop van die sessie sal die potgooi beskikbaar wees op SOL se webtuiste: www.sun.ac.za/sol]