

How to run a simulation with your students: A practical introduction

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**TEACHING &
LEARNING NETWORK**



Hey you!



Let's play a game!

Varied learning environments



Skills development



Critical thinking



...in short



Names



Designing simulations

» Key points:

- Identify learning objectives
- Consider trade-offs
- Debrief, assessment & evaluation



Identifying learning objectives

- Substantive knowledge?
- Skills development?
- Experiencing other perspectives?
- Community-building?
- Whatever you do...













Debrief, assessment & evaluation

» Debrief:

- Essential, whatever you do
- Consider actors, processes and outcomes
- Verisimilitude

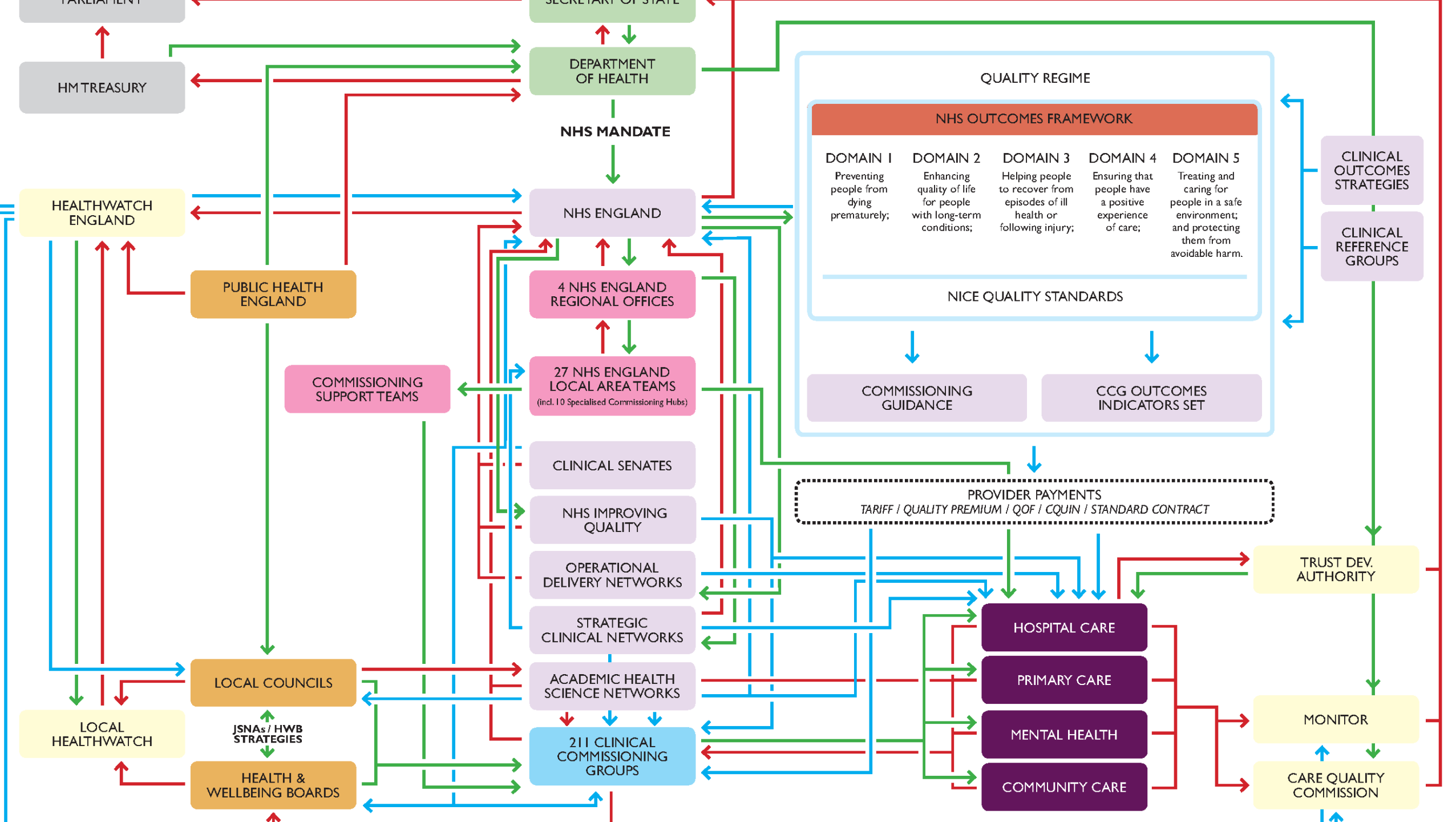
» Assessment:

- 'Winning'
- Participation (by facilitator or peers)
- Essays/tests linking simulation to substantive content
- Reflective journals or reviews

» Evaluation

POINTLESS









Basic questions to ask yourself

- » Is it conceptually clear?
- » Is it practically accessible?
- » Is it practically viable?
- » Does it have fail-safes?
- » Is it worth doing it at all?



Another game



Some resources

» “How to do simulation games”

» <https://sites.google.com/site/howtodosimulationgames/>

» Active Learning in Political Science blog

» <http://activelearningps.com/>

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