Continuing/Higher Education in Research Methods Using Games

CHERMUG

Project Deliverable Report

Deliverable nr: 19
Name of Deliverable: Deliverable 19: Materials for training courses
Work Package: WP4: Develop and run teacher training courses
Task: Deliverable 19: Materials for training courses
Date of delivery: Contractual: 02-28-2014    Actual: 31-01-2014
Code name: Version: 0.0    Draft    Final *
Type of deliverable: Service / Product
Security (distribution level): PU
Contributors: Peter van Rosmalen, Henk van den Brink
Authors (Partner): OUNL
Contact Person: Peter van Rosmalen
WP/Task responsible: Madalina Manea
EC Project Officer: Emilia Venot

Abstract (for dissemination): The 4 CHERMUG videos (Deliverable 19) provide guidance to potential users of the games, such as research methods tutors, about what the games are, why tutors might choose to use the games and how to use the games.

Keywords List: CHERMUG, Serious Games, Research Methods, Statistics, qualitative, quantitative, videos
Background to change in the Deliverables 18 Pedagogic Guides and 19 Materials for training course

Early piloting suggested that the CHERMUG quantitative and qualitative games were quite self-explanatory and easy to play and training courses as such were not required for the teachers to run the games. In addition the games were going to be played online at home by some players. Consequently the focus of work package 4: Develop and run teacher training courses changed from developing and running teacher training courses and more effort was invested in developing staff and student support guides which could be used online (Deliverables 18 Pedagogic Guides). Since “materials for training courses” was covered in Deliverable 18, it was felt that Youtube videos would provide a useful complement to the guides by flagging up the game to tutors who might be interested in using the games.

Deliverables 19 Materials for training course

The 4 YouTube videos (Deliverable 19) are targeted at potential users of the CHERMUG games. They provide a general introduction to the games, describe the CHERMUG games, provide an explanation of why tutors might choose to use the games and an account of how to use the games in teaching research methods and statistics. The CHERMUG videos were developed by OUNL. They are available on the CHERMUG website (www.chermug.eu) but can also be downloaded from the following YouTube links:

1. CHERMUG Games Introduction  http://youtu.be/BDc1bUEjHbc
4. How to use CHERMUG games http://youtu.be/GVbO2zqm0w

The videos provide a means of encouraging teachers to use the games and the materials were developed for both face-to-face delivery and online delivery. Due to time and resource constraints, the videos are only available in English. They are available on the CHERMUG website (www.chermug.eu)