

# OOPSLA 2002 - Workshop Proposal

## Using Play to Enhance Learning About Objects

### ***Workshop Theme***

Play is serious! Games, simulations, puzzles, and toys in the classroom can improve student motivation, lead to better long-term memory, and reduce learning anxiety. Used effectively, play can leverage competition and foster collaboration. Above all, play makes learning fun!

There are several examples of the kind of games and tools we want to explore:

Patterns: GOF Pursuit, Dungeons and Patterns (both OOPSLA tutorials)

XP: Extreme Hour, XP Playing Cards, The XP Game

Design: CRC cards

Our intent is to explore how play can make it easier to learn about object-oriented technology.

### ***Key Dates***

May 7: Notification of acceptance of workshop proposal by OOPSLA

One month before OOPSLA early registration deadline: Submit position paper

One week before OOPSLA early registration deadline: Notification of acceptance into workshop

Nov. 2-7: OOPSLA. Workshop to be held sometime that week.

We'll fill in hard dates once OOPSLA announces its deadlines.

### ***Workshop Goals***

- Build the community
- Create a framework describing game mechanics
- Design the core of several new games
- Plan for future work

### ***How to Participate***

Who should attend? Anyone who teaches, trains, or wants to learn about instructional play.

To apply, please submit a one- to four-page paper describing your use of games and/or related techniques in teaching object technology, by the deadline described above.

We intend to have up to 20 participants.

### **Pre-Workshop Activities**

- Visit the workshop home page, <http://www.xp123.com/g4p/workshop>
- Join the mailing list when it's available, and participate in its discussion
- Help identify existing games (simulations, etc.) used to teach OO
- Identify topic areas for new games
- Prepare a workshop submission

### **Workshop Format**

The group will:

- Examine some existing educational games
- Create a framework describing game mechanics
- Explore how different approaches might support learning about OO
- Work in small groups to design new games that teach selected OO topics
- Play-test the new games
- Debrief and critique the games

### **Post-Workshop Activities**

- Encourage the community to expand its understanding of games and objects.
- Encourage further development of the games begun in the workshop
- Explore pattern languages that help people design and assess games.

### **Organizers**

William C. Wake, [William.Wake@acm.org](mailto:William.Wake@acm.org), Independent Consultant.

William Wake is an independent consultant who believes better ideas and teaching games are a great fit. He is the author of *Extreme Programming Explored*, and the inventor of the Test-First Stoplight and the XP Programmer's Cube.

Steven J. Metsker, [Steve.Metsker@acm.org](mailto:Steve.Metsker@acm.org), Capital One Financial.

Steve Metsker is a Corporate America Denizen but also a researcher interested in how student involvement affects learning. He is the author of *Design Patterns Java Workbook*, a book designed to challenge developers to exercise their understanding as they build it. He'd like to understand more about game mechanics and how they tie to teaching technique.

Others? [TBD]