

Game Debriefing Strategies and Protocols

Strategies

- Games do not “teach themselves”.
- Debriefing steps:
 1. Learning goals should initially guide discussion.
 2. Listen in order to create dialogue, not just to “check off” correct answers.
 3. Feelings first (best, worst, highs, lows).
 4. Storytelling next (as if telling a friend about the game).
 5. “Take-aways” next (compare and contrast the game with other content that has been learned).
 6. Modifications and future suggestions last (maybe try it).

Thiagi’s Six Phase Model

- How did you feel during the game?
- What happened during the game?
- What did you learn during the game?
- How does that learning connect to your own life experience?
- How could you use what you learned in another time or place?
- What will you do now with this information?

Protocol 2

Questions (paraphrased):

- What happened?
- How did it happen?
- What principles are at work?
- How did you feel?
- What did you think?

Methods:

- Checklists
- Informal discussions
- Structured discussions
- Written commentaries
- Establish a personal link

References

May, D. G. (1997/2005). Simulations: Active Learning for Gifted Students, pgs. 27-37

Thiagarajan, S. (February, 2004). Six phases of debriefing for performance. Retrieved from <http://www.thiagi.com/pfp/IE4H/february2004.html>