

## Submissions Abstract Book - All Papers (All Submissions)

0160

C5 | Conwy 2

Chaired by Karen Gravett

Wed 11 Dec 2019

14:15 - 14:45

'Finding the Fun': Play as a mode of experience for the educator/researcher in HE

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**Research Domain:** Learning, teaching and assessment (LTA)

**Abstract:** This paper explores the theoretical overlap between teaching, researching and play as a site for creative critical practice in HE. In literature, play is linked to teaching via games-based learning, and play's potential as a research method has been explored. Moving away from these conceptions of play as a *tool*, I develop the idea of play as a Deweyan pragmatist epistemology in its own right. Drawing upon autoethnographic data gathered from a year working in the field as a lecturer and PhD researcher, I analyse the ways in which my ability to participate in teaching and research was transformed through play. This case study speaks to the ways in which games and play are used as metaphors in HE; I argue that play enables a creative shift in the way we think about research and teaching in HE, and that (via pragmatism) this philosophical shift might provoke transformed practice.

**Paper:**

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Humphreys, M. (2005) 'Getting Personal: Reflexivity and Autoethnographic Vignettes.' *Qualitative Inquiry*, 11(6) pp. 840-860

Lameras, P., Arnab, S., Dunwell, I., Stewart, C., Clarke, S. and Petridis, P. (2017) 'Essential features of serious games design in higher education: Linking learning attributes to game mechanics: Essential

features of serious games design.' *British Journal of Educational Technology*, 48(4) pp. 972-994.

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Sicart, M. (2014) *Play matters*. Cambridge, MA: MIT Press.

Wake, P. F. and Illingworth, S. (2018) 'Settlers of Catan – Global Warming.' Paper presented at: *European Geosciences Union General Assembly 2018*. Vienna, 13th April 2018.