The learning starts when the game stops:
Debriefing as the fount of learning from games.
This workshop is based on the thesis and widely observed fact that the real **learning** in simulation/game-based education **starts** when the simulation/game **stops**.

**Learning** occurs **only** if some form of in- or post-game **debriefing** is accomplished.

**Objectives:**
- Understand the debriefing **process** more deeply
- Discuss a variety of **types** of debriefing
- Design debriefing materials, procedures & sessions
  - tailored to learning process and objectives
- (Skill in conducting debriefing sessions)

A session during the main conference will be reserved for workshop participants to present their creations and get further feedback.

**Plan (best laid) – Day 1**
- **Morn:**
  - (Q-G.) Input, theory, approaches, puzzle
- **Aft:**
  - Develop debriefing package, based on game do be determined by all)
  - Develop check list (guide) for evaluating a debrief
- **Eve:**
  - Continue write up check list
  - Q&A

**Plan – Day 2**
- **Morn:**
  - Debrief trials / demos
- **Aft:**
  - Feedback on trials / demos
  - Produce package
- **Eve:**
  - Debrief workshop (Willy)

If we wish learners to come out of the session being able to say "I see the point" or "I learnt" or "I now understand", then in-game and post-game debriefing needs to be done and done thoroughly.

**Undebriefed learners can easily carry a message "that was fun, but I'm not sure why we did it".**
- That is a negative message, bad for the learner and for the profession.
If the terms simulation/game and ‘serious game’ are to carry a strong and positive message, then the games need to be seriously debriefed.

Most debriefings, when they are carried out, tend to be rather superficial moments, done hurriedly and superficially.

Even if the facilitator intends to do debriefing, ‘lack of time’ becomes an excuse (unjustified) not to do it.

We tend to become fixed (or even fixated) on the simulation/game, often exciting and flashy, and forget that it is an experience that needs to be processed in order to draw out the learning.

Happy debriefing = happy learning

Ta - Tara
Kop khun krub – TH Sukria – IN
Merçi – FR Gracias – ES
Thank you – UK Terima kasih – MY
Arigato – JP Xie xie – CN
Danke – DE Ta – UK
Spasibo – RU

Fin
End

crookall.simulation |@| googlemail.com