Teaching Philosophy Game - A Way to Clarify Values, Attitudes, and Preferences Related to Teaching

The authors propose a game that can be used to clarify faculty members’ values, attitudes, and preferences related to teaching and learning. The game is intended to establish a guided, yet informal and amusing, framework for considering and discussing what staff members find important in their task and role as university teachers. During the gaming process, the participants get a chance to externalize their tacit knowledge through individual reflections and team-based discussions. This can be useful not only for individual clarification, but also for teams of teachers to develop common ground principles of teaching and learning. Although no award will be given and no winners will be appointed, all participants will potentially gain insight into their own and colleagues’ values, attitudes, and preferences related to teaching and learning. During this workshop, you will try out the game and engage in discussions of possible use scenarios and further development.

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