

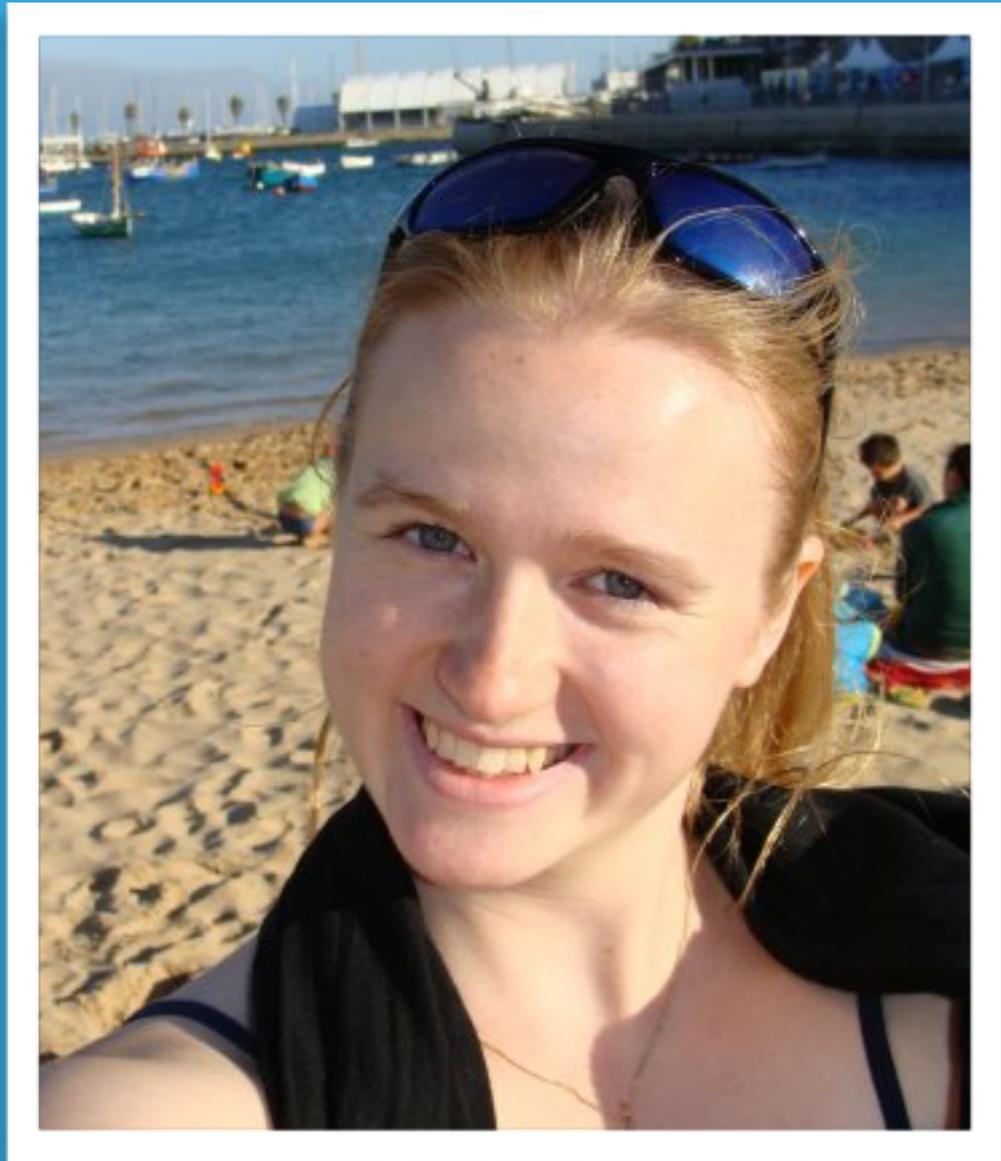
SNEAK TEACHING BRIDGE

a tool for learning bridge



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- PhD research fellow
- University of Bergen, Norway
- Research on: design of educational environments & engagement
- Project: Sneak Teaching Bridge

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SNEAK TEACHING?

LEARNING & GAMES

STEALTH LEARNING

“
... non traditional tools, such as games,
to encourage students to have fun and learn”

“
... students think they are merely playing,
but they are simultaneously learning”

(Sharp 2012)

LEARNING GAMES

(games, specifically developed for education)

to create fun and motivating learning situations

or

**how can one
design a learning game
that teaches
without the player noticing?**

sneak teaching!

GAME DESIGN

Flow

“ state in which people are so involved in an activity that nothing else seems to matter ”

(Csikszentmihalyi 1990)

challenges vs ability to solve

GAME DESIGN

Flow

“ state in which people are so involved in an activity that nothing else seems to matter „

(Csikszentmihalyi 1990)

challenges vs ability to solve

DIDACTIC DESIGN

Zone of Proximal Development (ZPD)

accomplishment of the learner by himself
vs
with help of a tutor

(Vygotsky 1978)

**Addressing a player/student's ZPD
in a learning game contributes
to the game flow**

instructional design for learning games

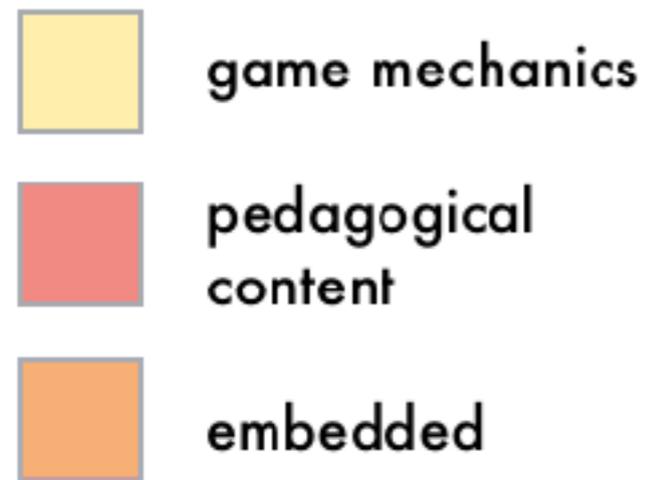
SNEAK TEACHING GAMES

“

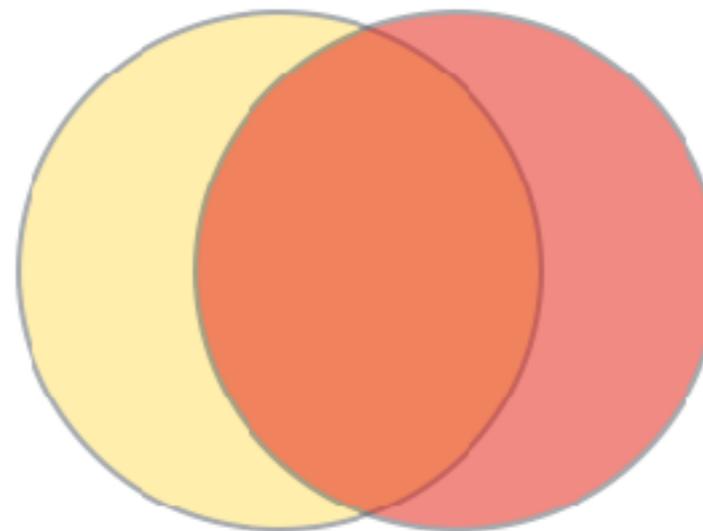
A Sneak Teaching Game is a type of Learning Game where the learning is hidden within the game mechanics, so that players perceive the game as an Entertainment Game

”

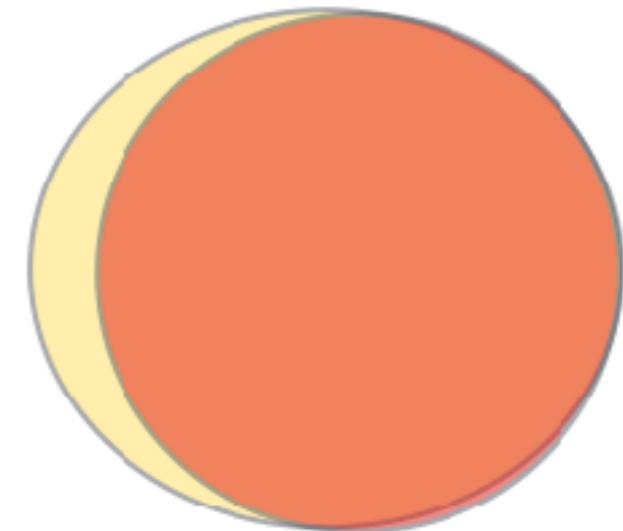
SNEAK TEACHING GAME DESIGN



Learning game



Sneak teaching game



SNEAK TEACHING GAME DESIGN

3D

- 1. Pedagogical dimension*
- 2. Game dimension*
- 3. Sneak teaching dimension*

**how to present pedagogical
content as a game?**

PEDAGOGICAL CONTENT AS A GAME

**structuring of the learning domain
can contribute to scaffolding**

&

embodying learning elements by game elements

sneak teaching Bridge

BRIDGE

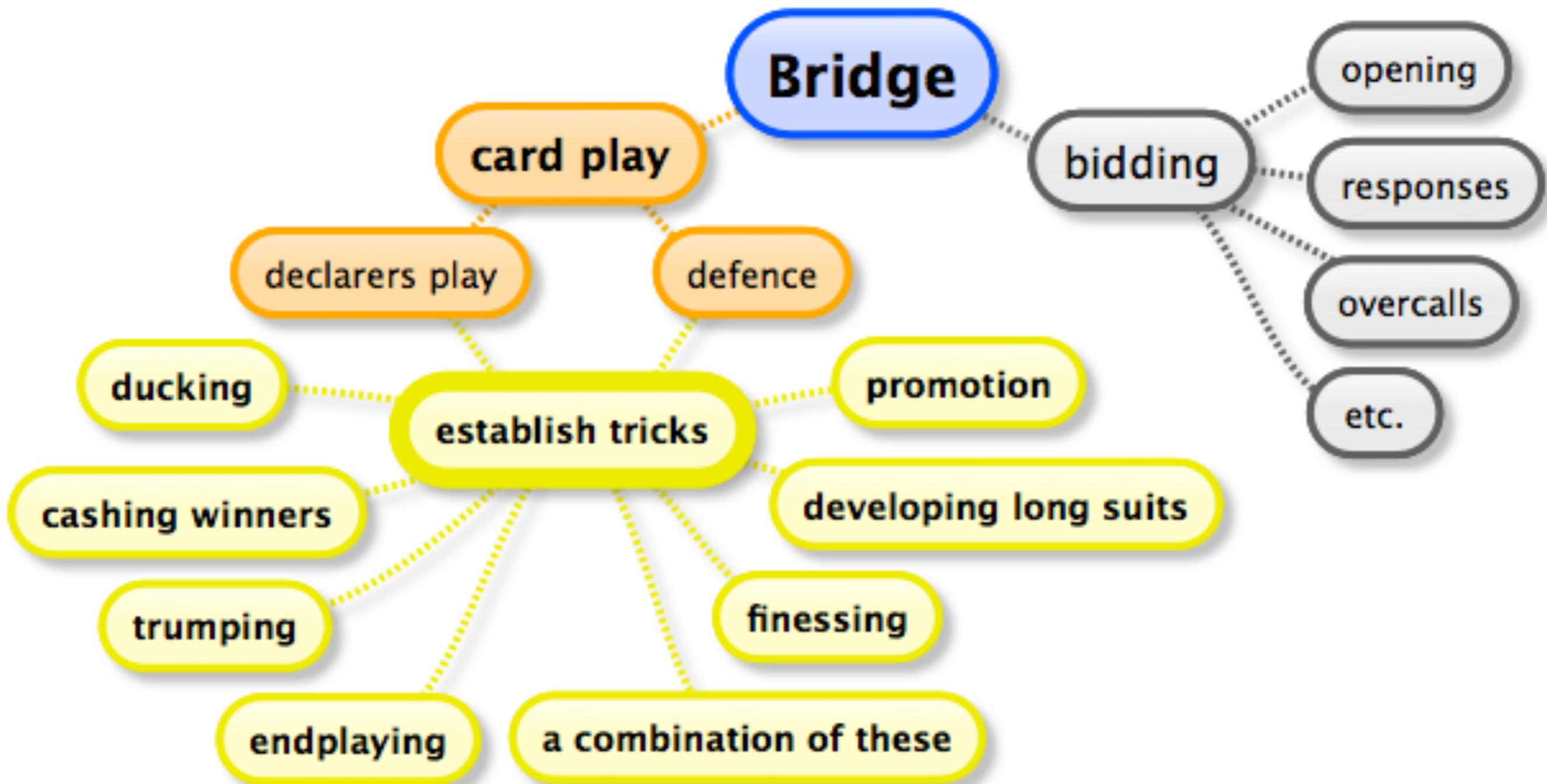
- problem to attract new players
- difficult to learn
- high threshold to start



DESIGNING BRITZ!

- 1. learning domain design*
- 2. paper game environment*
- 3. digital game design*

LEARNING DOMAIN



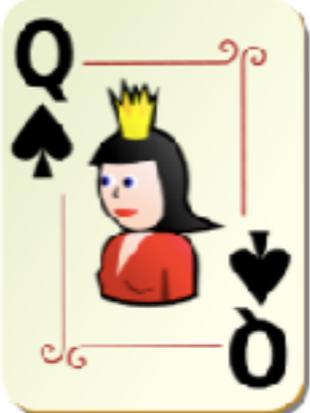
MINI PUZZLES



↑ Computer
(opponent) controlled
Player's cards to
control →



MINI PUZZLES

	
<p>↑ Computer (opponent) controlled</p> <p>Player's cards to control →</p>	 

Level 1 T2 98 *	Level 2 JT3 875 *	Level 3 J3 * QT	Level 4 J97 QT5 *	Level 5 AKQ4 6532 *
Level 6 AK9 JT7 *	Level 7 KJT AQ5 *	Level 8 KQT * AJ6	Level 9 AK6 973 *	Level 10 QJ8 * A92
Level 11 KJ98 * AQ102	Level 12 854 4 32 * T3	Level 13 4 * 854 T3 32	Level 14 T76 Q K * JT9	Level 15 KQ A A * 43
Level 16 KT K AQ * 2	Level 17 KJ KJ AQ * A3	Level 18 KQ5 K AT4 * 5	Level 19 543 AK AK * 543	Level 20 AK K3 4 * AQ7
Level 21 AK5 3 Q9 * 54	Level 22 KQ4 3 AJ8 * A	Level 23 KQ94 - J87 * 4	Level 24 QJ KQ8 A8 * AJ7	Level 25 43 42 52 * 53
Level 26 A8 64 Q972 *	Level 27 T9 KJ6 KQ	Level 28 K4 QJT AQJT	Level 29 K3 8 2 AQ *	Level 30 642 * 6 -



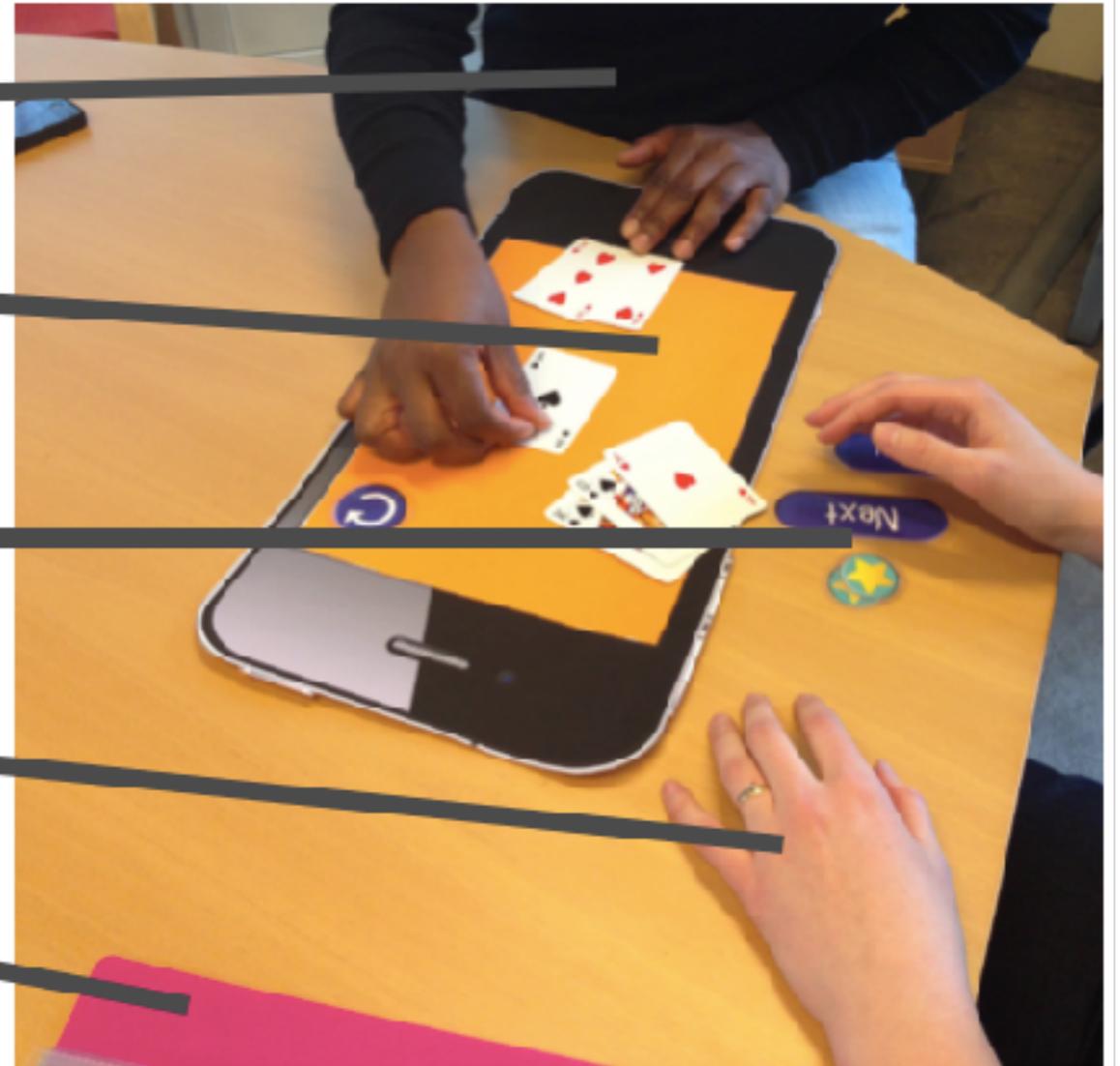
participant

game space

game elements
(currently out of play)

supervisor (opponent)

folder containing the levels





see sneakteachingbridge.com for the prototype
(made for viewing with iPad)

POTENTIAL & PURPOSE OF BRITZ

- all ages , including seniors
- extra training along side bridge classes
- convince non bridge playing friends
- puzzle game to stimulate the brain

FURTHER RESEARCH

- **Which learning domains allow for Sneak Teaching**
- **Compare learning outcomes of Sneak Teaching Games to other teaching methods**
- **Further Britz!**

ritz! Britz! Britz!
ritz! Britz! Britz!



Britz!

Play

About

