'Playful learning' and Democracy

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University of St. Gallen
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Playful learning fosters an active and effective learning environment, emphasizing interactive and cooperative elements. This 2-day workshop applies the concept of 'playful learning' to democracy studies. That is, creating small games, we will discuss theoretical and empirical aspects of democracy through innovative lenses.

The workshop focuses on two major objectives:

(1) Participants experience and reflect upon different 'playful learning' settings.

=> During the first day of the workshop, we get to know existing 'playful learning' tools, created to address complex issues in an interactive way;

(2) Participants experiment with creating new educational games, applying a playful approach to transfer academic knowledge.

=> During the second day, participants are invited to engage in the development of new mini-games featuring particular elements of different understandings of democracy (e.g., liberal vs republican models, or majoritarian vs consensual systems).

The workshop is targeted at doctoral (but also postdoctoral) researchers interested in better understanding different models of democracy and/or learning how to use innovative ways of learning in university teaching. It can be offered in English or German, depending on the preferences of the participants.

Learning objectives
  (1) Acquiring differentiated understanding of dominant models of democracy;
  (2) Reflecting on innovative teaching methods that emphasize active and engaging in-class settings;
  (3) Experimenting with playful learning tools, including the creation and trial of mini-games.

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