2011

Personalised Role Playing Simulations

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Introduction

This research reviews the development of authoring tools for creating personalised role playing simulations. The potential use of technology in higher education has not yet been fully realised (Donnelly and O’ Rourke, 2007). E-learning management systems/virtual learning environments are predominantly used for e-administration and e-dissemination (Littlejohn, 2009). This research aims to evaluate authoring tools for creating personalised role playing simulations. Personalised role playing simulations are designed to facilitate active learning through a series of processes pedagogically selected to enhance individual student engagement and understanding.

Methodology

Students are increasingly expecting technological environments to cater for their personal requirements including tailored learning resources (Carliner and Shank, 2008, 247). An evaluation of current literature was undertaken to identify the weaknesses of the human computer interface of authoring tools for creating personalised role playing simulations with a view to identifying relevant opportunities for improvement to close the evaluation loop.

Conclusion of preliminary research

While research has shown that the concept of personalised role playing simulations would enhance the effectiveness of existing learning management systems by improving student engagement and understanding, the obstacles to realisation have yet to be overcome (Brusilovsky, 2004; Foss and Cristea, 2009).

Advantages to be achieved by creating simulations

- Inexpensive to produce
- Interesting
- Engaging
- Easy to create
- Re-usable
- Not life threatening

Criteria for evaluating such authoring tools

- Acceptance
- Efficiency
- Effectiveness
- Usability
- Pedagogical considerations
- Robustness

Obstacles to developing such authoring tools

- Technical assistance
- Cost of production
- Complexity
- Time commitment

Personalisation to be based on any or all of these criteria

- Prior experience
- Level of achievement
- Learning preferences
- Choice
- Relevance

Role playing simulations for catering students

References