OBTC 2017 at Providence College
June 14th – 17th, 2017

Submission Template

SUBMISSION GUIDANCE

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Only one document should be submitted

1) Title, Abstract & Keywords

In your abstract, please include a brief session description (not to exceed 100 words), and three to four keywords. If your proposal is accepted, this description will be printed in the conference program.

Title: Using a Web-based Platform to Administer Simulations and Role-Plays So You Can Focus on Teaching

Abstract:
Experiential exercises can be difficult and time-consuming to administer, and the student experience can be reduced when they fail to run smoothly.

The iDecisionGames platform automates the tedious tasks involved in experiential exercises (face-to-face or online). Professors use iDecisionGames to run simulations effortlessly and provide students with instantaneous insights. Students use iDecisionGames to receive their role and team assignments, review individual and class results, and answer pre- and post-survey questions.

Join us for an interactive session to try an exercise on the iDecisionGames platform and discuss how iDecisionGames could be used in your classroom. Bring a laptop!

Keywords:
Technology, simulations, student engagement, experiential learning

2) Teaching Implications:

What is the contribution of your session to management pedagogy/andragogy? Specifically, please include your learning objectives, and describe what management and/or teaching topics are relevant to your session, and why. Also, include theoretical, disciplinary, or theoretical foundations that will help reviewers understand how your ideas fit within the broader field of management.

Management educators want to use experiential exercises in their courses, but they can be complicated and time-consuming. Instead of focusing on learning objectives, educators are often hindered by tedious activities, such assigning groups or collecting and analyzing data. To be most effective, students must prepare for the exercises and have clear understanding of the results. When prepared, students can engage more deeply with the material and become a more realistic partner or teammate within the exercise. Armed with instantaneous data analysis, debrief discussions and reflections can be rich and inclusive.

iDecisionGames lets instructors focus on teaching and automates the administrative tasks involved in running simulations. With iDecisionGames, running exercises becomes effortless. Educators can use the platform to:

- Distribute role-specific instructions directly to students' devices
- Form groups, account for absences, and ensure that students have unique partners for each exercise (if desired)
- Get real-time insight into students' answers as they complete the exercise
- Aggregate results automatically across all students
- Automatically graph results and send customized reports to students

The iDecisionGames platform (www.idecisiongames.com) can be used in any course that utilizes role-play exercises – both in-class and online. Professors have found the platform to be helpful in Negotiations, Organizational Behavior, and Leadership courses. Instructors can use their own cases and materials or choose from more than 300 cases in the library.

Of course, teaching with technology can be a difficult step for some educations, and there are concerns about quality, support, and cost. We acknowledge the potential challenges of leveraging this technology in the classroom.

During this session, participants will:

- Gain a basic understanding of the features of the iDecisionGames platform
- Experience participating in an exercise run through the iDecisionGames platform
- Learn how to customize iDecisionGames for their unique situation
- Discuss the opportunities and challenges involved in moving to a digital platform

3) Session Description and Plan:

What will you actually do in this session? If appropriate, please include a timeline estimating the activities will you facilitate: how long will they take, and how will participants be involved? Please remember that reviewers will be evaluating how well the time request matches the activities you'd like to do, and the extent you can reasonably accomplish the session's goals. Reviewers will also be looking for how you are engaging the participants in the session.

During the session, participants will participate in an exercise (a short, single-issue negotiation) that will be administered and run using iDecisonGames platform. After the exercise is complete, participants can ask questions about how to use the platform in their classes.

Plan for OBTC session (30 minutes requested):

1. Introduce platform and add participants to the exercise (5-10 minutes)
2. Have participants complete the exercise and input their results (10 minutes)
3. Show results and discuss debrief options (5-10 minutes)

4. Discuss how faculty can customize the platform for use in their classrooms (5-10 minutes)

Please note: Attendees will not be required to purchase access to iDecisionGames for this session.

4) Application to Conference theme:

How does your session fit with the overall OBTC theme of *Navigating the Changing Currents*?

This session extends the OBTC tradition of being interactive and experiential. Our session contributes specifically to the conference theme by providing ideas for utilizing new technologies to enhance the learning experience. This technology enables student engagement and allows students to see the objective results of their own experiences and others' experiences. Understanding how one's actions affect the self and others is a critical skill in our changing world.

5) Unique Contribution to OBTC:

Have you presented the work in this proposal before? If so, how will it be different? Is this proposal under current review somewhere else? If so, please explain. How will your proposal be different for the OBTC conference?

This session has been designed explicitly for OBTC. Based on our experience with this tool, we are aware of colleagues who would be interested in and receive benefit from the use of this tool.