



The structure of PLAYI

Aim: to gather and share current examples of play-based and playful pedagogy which use generative AI.

Timeline

Given the pace of development of generative AI, this work will provide a snapshot of playful higher education at a designated moment in time. As a guideline it will take place between Spring and Autumn 2024 thus; March – May data gathering, June – August write up and September 2024, final publication.

Access to outcomes

As with *The Value of Play in HE*, PLAYI is not for profit scholarship and its final outcome will be made freely available to all.

Scope

PLAYI is interested in all disciplines, including business and management education, as in the original study. While *The Value of Play in HE* gave designated space to play and management education, it also found that boundaries between the use of play in business and management courses and other disciplines in HE were blurry and sometimes unnatural. Where playful learning with generative AI is occurring in management education this will be made clear through the examples provided, but these will not be separately grouped.

PLAYI, as already indicated, is an extension of, and addendum to, my completed study *The Value of Play in HE*. However, it will only expand on three specific areas of the original work. These are:

- 1) An introduction to present practices regarding the use of play and playful learning in HE using generative AI (extension of the Groundwork section)
- 2) Collation of additional examples (to amplify The Gallery Section of the original study)
- 3) Consideration of potential implications of the use of generative AI (at the present time) and observations for future development (mirroring the Gazing Out section)

To create this addendum I will

- conduct a survey of current resources and approaches and produce a synthesis paper reflecting the present situation
- invite contributions to the study through the collection of case studies and observations
- interview 5-10 practitioners with specific interest in this field to amplify study points/questions/context
- experiment with generative AI tools for image making and information gathering regarding play in HE and comment explicitly on this process
- analyse, synthesise and write up findings into a companion report which will be freely available to download, alongside the project documentation and final book of *The Value of Play in HE* on <https://engagingimagination.com>

Dissemination of project activity and outcomes

- social media posts
- website activity
- talks and podcasts
- sharing through relevant networks and email lists
- conferences and events
- the final publication to be hosted on <https://engagingimagination.com> as per previous study

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