PLAYI – Guidance for contributors

There are two principal ways in which you can contribute to PLAYI.

1) OPTION 1. Producing a case study of a playful/play-based activity for HE learning which involves generative AI in response to a series of questions/specified topics. In so doing, you would also include details which make you recognisable, such as your name, role, course/department and institution. (1000 words maximum, including references. It can also be shorter!)

2) OPTION 2. Submitting views and experiences which you prefer to keep anonymised. You would still need to provide the kind of identifying data which has just been mentioned, for researcher records and storage purposes. However, your comments would be anonymised and included in general discussion and presentation of findings, rather than in a case study. (500 words maximum)

OPTION 1 Case Studies will stand alone, as submitted and may be subject to editorial change. Should any amendments be required you will have the opportunity, within ad defined time frame, to make and have these agreed before publication.

OPTION 2 comments may be used in edited form, synthesised into themes and points, or as anonymised quotes, rather than be imported in their original and entire state.

Deadline for both Options is July 1st 2024

Where's this all going?

PLAYI is an addendum to *The Value of Play in HE* and all findings will be made freely available in a written publication, downloadable from my website, https://engagingimagination.com. Contributions from participants will appear in this publication, as case studies which add to the examples of play in the original Gallery section in *The Value of Play in HE*, or as elements of the wider discussion sections. Material from the study will be shared at relevant events, in blogs, papers and via other forms of dissemination. A revised form of the Ethical Considerations document from *The Value of Play in HE* can be found on https://engagingimagination.com on the PLAYI page. Consent is deemed to be covered by your voluntary agreement to participate, as a named or anonymous participant, and you have the right to withdraw your contribution at any time prior to final publication. Please also read the Project Outline information on PLAYI. If you have any queries at all about participation in this study, please contact Professor Alison James at engagingimaginationdotcom@gmail.com

OPTION 1 – CASE STUDY

INTRODUCTION – SHORT SECTION

Personal Info and Experience
Please head your case study with your name, professional title, role, course/department/institution and contact email.

Comment briefly on your own experience and familiarity with generative AI tools. What and how are you using these, and what are you doing to develop your own understanding and expertise? To what extent are you playing with generative AI yourself as a tool, to see what it does?

MAIN BODY OF CASE STUDY

Description of your pedagogic practice combining play and generative AI
Please describe for a non-specialist reader a learning experience you have had, or designed, which combined generative AI and playful learning in your context. *Make sure you give a title to your case study.*

To write this, you may find the following questions useful to get going:

How and why are you using generative AI with or for playful learning in HE?
How long have you been doing this?
(How) does your activity blend learning through traditional forms of play-based/playful engagement and the use of generative AI tools? Something else?

If your case study is about assessment, and has a play element, *have you redesigned your assessments, or any part of your course delivery related to assessment to include generative AI? To what extent are you designing in, or designing out generative AI in your assessments?*

How has this built on/differed from your previous approaches to teaching/learning/scholarship?
How well did it work? How will it affect what you do in the future?

CONCLUDING COMMENTS

Please consider any of the questions below, if you can, and add in any points relevant to the project that you feel are missing.

- (How) is the use of generative AI affecting playful learning in HE?
- What does your experience from this case study (and more widely) tell you about the strengths and benefits of combining generative AI and play?
- What have you learned about play and genAI in HE that may have wider relevance for how we teach and learn?
- What does your experience from this case study tell you about the issues with, and limitations of combining generative AI and play?
- Do you have any observations to make about disciplinary differences or distinctions regarding the use of generative AI for playful learning in your subject area

<u>Future forecasting</u>

- Are there any implications of generative AI for forms of pedagogy which involve learning by doing, hands on engagement, making across the disciplines? Positive or negative or a mixture?
- To what extent do you think the explosion of interest in generative AI on the current education agenda is squeezing out attention on creative and playful forms of pedagogy? Or is it enhancing the argument in favour of them?
- Are there any other points you want to make about the future of playful learning and genAI going forward?
- What are the key questions we should be asking about generative AI, play and teaching and learning in HE?

OPTION 2

Please provide, in no more than 500 words, your observations on and experiences with generative AI and playful learning. While you may find some of the prompts in OPTION 1 useful to get you started, you are not limited to, or compelled to use, these. Please ensure that you include your name, role, course/department and institution and contact email in your observations. Please submit your observations using a Word document which includes one of the following statements clearly at the bottom of your contribution. Add in your signature (electronic or first hand).
Make sure that your document is headed OPTION 2.

I am happy for my identifiable details (e.g. name, role, course, title, institution) to be included and associated with any comment I make.

I do not wish my identifiable details to be included and associated with any comments I make.

Thank you so much for your contribution. It is hugely appreciated.

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