

Larp as Part of a Learning Process

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Knutepunkt 2017

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(and maybe a few words on Accountability in Edu-larp Design)

TRIGGER WARNING:
BIG AND SCARY
WORDS



Larp as Part of a Learning Process

What is learning?

What happens when
we learn something new?

Jean Piaget





CONSTRUCTIVIST
LEARNING
THEORY

CONSTRUCTIVIST

LEARNING

THEORY

CONSTRUCTIVIST

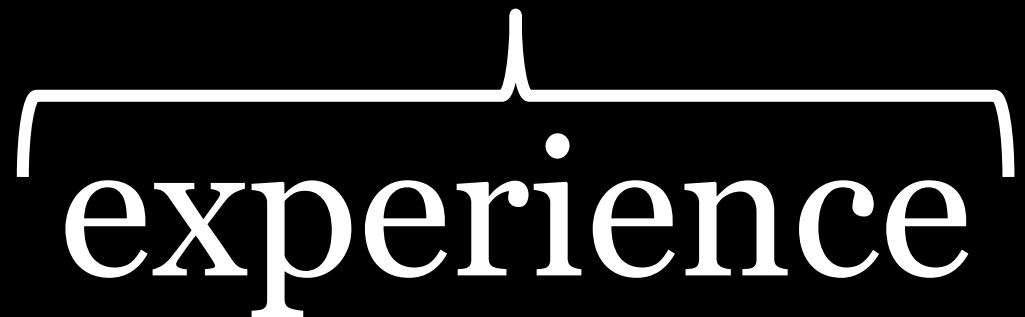
LEARNING

THEORY



We use our experiences
to build knowledge

This makes larps useful, because larps
let us design experiences

What happens when
we ~~learn~~ something new?

experience



(we're still at Piaget)



ASSIMILATION

ACCOMODATION

ASSIMILATION

ACCOMMODATION

ASSIMILATION

ACCOMODATION

Larp as Part of a Learning Process

**A wild KURT LEWIN
appears!**



“If people don't want to learn,
you're not going to teach them anything”

*– Not actually Kurt Lewin, but probably could
have been something he would say*



**KURT LEWIN uses
UNFREEZE—MOVE—REFREEZE!**

It is super effective!



Unfreeze

Motivate to
participate

Move

Present new
perspectives

Refreeze

Integrate new
perspectives as
knowledge



Most of the learning will happen after the larp

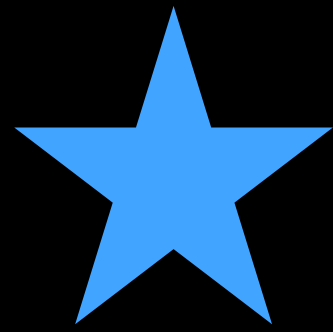
You should design that part of the process too

Larp is a "first person experience"



WARNING: Larp is a "first person experience"

Because of this educational larps are super-vulnerable to confirmation bias



Edu-larp afterwork

Recount own
experience

Listen to other
participants
experiences

Resolve mis-
conceptions

Contextualize the
experience

Formal teaching

Recounting own experience

Main purpose:

- Fulfilling a participant need
- Let participants take ownership over their own experience
- This in itself isn't very educational

Listen to other participants experiences

Main purpose:

- Compare experiences and interpretations
- Negotiate and agree on the story that took place

Resolve misconceptions

Main purpose:

- Clear up misunderstandings
- Combat effects of confirmation bias
- Sort out what was unrealistic and what was symbolic

Contextualize the experience

Main purpose:

- Demonstrate how the experience relates to the real world
- What is the same
- What is similar
- What is different

Formal teaching

Main purpose:

- Utilize the emotional connection established to the subject matter

“You have to teach your players
how to play your larp”

– *Johanna Koljonen*



“You have to teach your players
how to play your larp”

– *Johanna Koljonen*

If it's a larp designed for learning you should
also teach them how to learn at your larp



META-COGNITIVE
LEARNING
STRATEGIES

META-COGNITIVE

LEARNING

STRATEGIES

META-COGNITIVE

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STRATEGIES

META-COGNITIVE

LEARNING

STRATEGIES

META-COGNITIVE
LEARNING
STRATEGIES



For teaching to be effective you need to teach your students how to learn effectively

Meta-Cognitive Learning Strategies

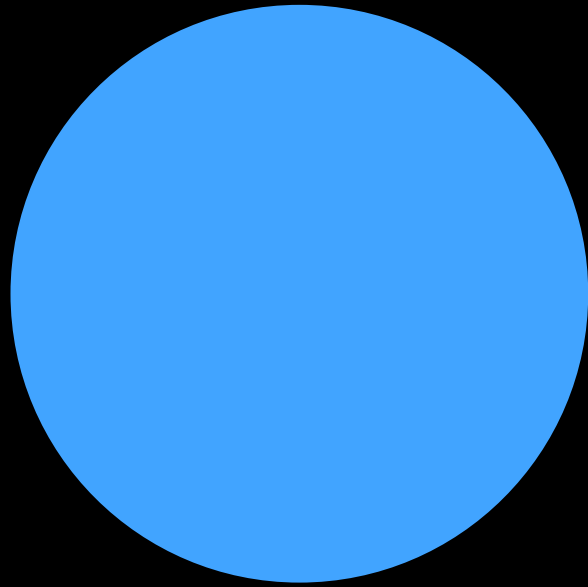
Regulate and effectivize
your own learning

Plan

Self-
monitor

Evaluate

???



What do I do at a larp?

What is larp?

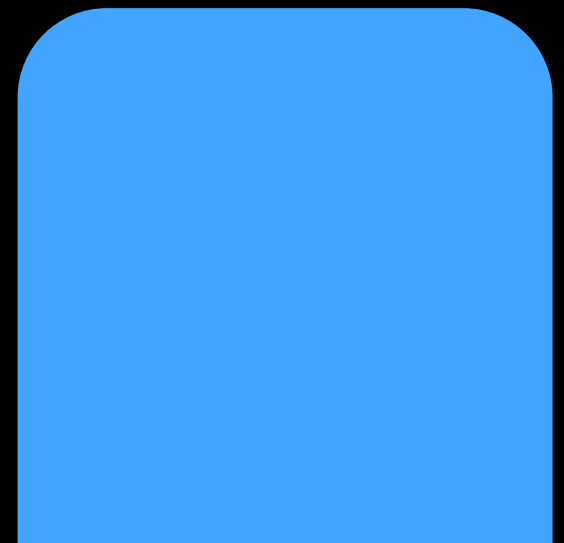
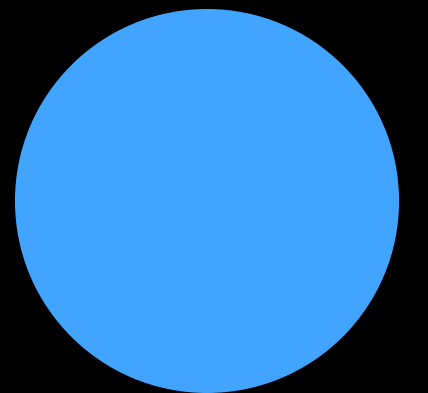
Will I need to bring anything?

Have I prepared enough?

What do I do at this larp
in particular?

Will it require me to read
up on something?

???





Why was I given this task?

What is larp?

larp?

What is the task I am given?

What do I need to bring anything?

How do I move forward to complete this task?

Am I prepared enough?

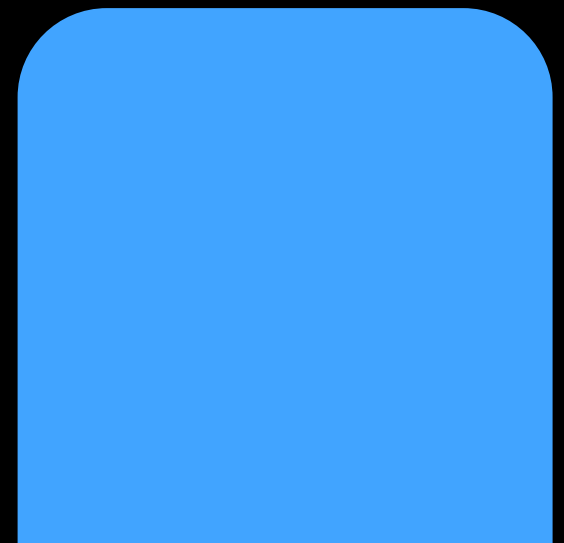
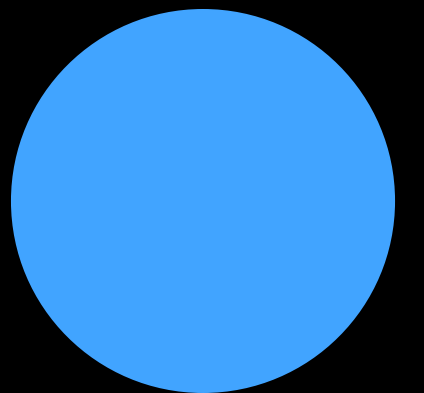
How do I show I have completed the task?

???

How do I know I have completed the task?

What do I do at this larp in particular?

What do I need to read up on something?





Why was I given this task?

What

What am I looking for?

What is the task I am given?

to bring anything?

Did I catch everything?

How do I r

complete this task?

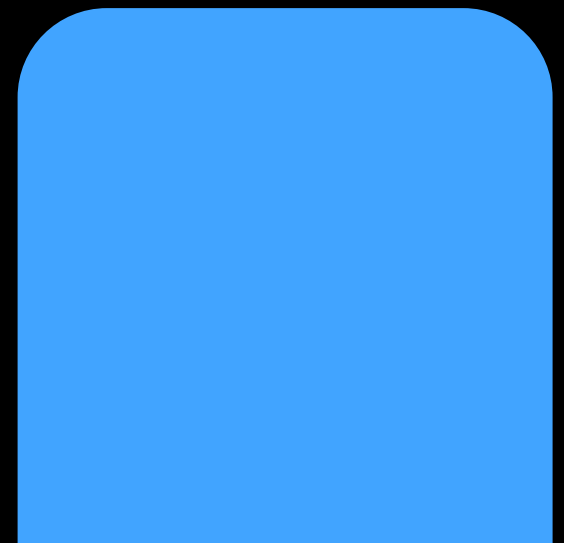
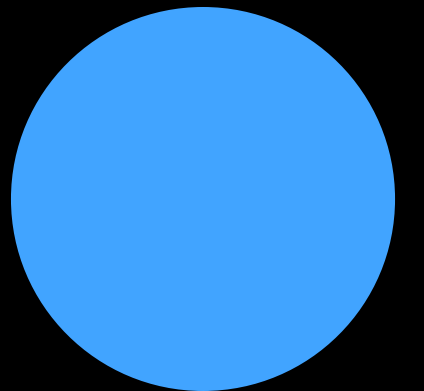
How do I show I have completed the task?

Does it make sense?

completed the task? e to read

up on something?

???





More "Fun" does not necessarily
make something more "Educational"









YOUNGTIETJENS



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Alibier is a small company working with education and training using collaborative methods – usually roleplay or larp.

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Online resources

Larpwriter Summer School 2014

Carolina Dahlberg – [Larp as Part of a Learning Process](#) – [Slides](#)

Larpwriter Summer School 2015

Miriam Lundqvist – [Larp as Part of a Learning Process](#) – [Slides](#)

Erik Aarebrot – [Accountability in Edu-larp Design](#) – [Slides](#)

Larpwriter Summer School 2016

Magnar Grønvik Müller – [Larp as Part of a Learning Process](#)