How to teach with the T-card game in Innovation Management

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Context

- Any context: university courses, industry training, workshops, seminars, …

- But:

    - All participants have a common field of knowledge or expertise that will be the focus of learning.

    - They have their own knowledge, opinions, and interpretations in this field.

2 Learning Activities (LA)

- Conduct LA 1 and LA 2

- Or only LA 2

LA1: Creating Cards → LA2: playing

Approach and ressources

Creating Cards ➤ **playing**

Learning Activity (LA) 1: Creating the cards

- Explain the t-card game

- Let them produce t-cards (e.g. 9 per person)
  right now, the day before, some time before, …

- Examples:
  - „You already learned a lot about innovation management. Search for terms (preferably nouns) that someone with experience in this field should know."
  - "Search for terms, someone with bachelor degree in economics should know."
  - "We will deal with gaming in Innovation Management. Search for nouns that belong to this fields."

- Individual or in small teams

- Cards in 2 or more colors – no communication between people with different card colors

- Ressources: T-card templates in different colors

Approach and ressources

Learning Activity (LA) 2: playing the game

- Explain rules (e.g. forbidden words, negativ count for „next")

- Set lap time (e.g. 60 seconds)

- Use cards from LA 1 (or selfmade, or previous, if LA1 was not conducted)

- Play the game once … or spread over several rounds

- Remember the learning goals you like to address – allow or facilitate approriate discussion

- Ressources: T-cards ready to use; stop watch; diplay to show the count of each team

Reflexions

Creating Cards → playing

- Learning goals to be addressed:

  – Consolidation of individual knowledge on the topic

  – Reconstruction of definitions and thematic connections

  – Exchange of similar and different interpretations and opinions

  – Creating a common understanding

- Entertaining reflections on the topic

- Mental relaxation between other learning activities

- Competitive gaming-pattern

- Pull-effect for more (but that's not to everyones taste)

Find the slides here:

- https://www.opinnometh.de/downloads

- **Instagram & TikTok: @professorthurnes**