

Sim Sports Facility

Developing Management Simulation Software To Promote Learner Autonomy

Chris Moriarty (HWB)



The aim of this project is:
To enhance learner autonomy through the development of a computer simulation game for the management of a sports facility

- The objectives are to:**
- Update existing sports facility simulation software for undergraduate and postgraduate learning and teaching activity
 - Develop learning, teaching and assessment materials to support the simulation package in such a way as to develop learner autonomy
 - Engage and energise students in their learning through the use of a high quality, cutting edge learning environment provided by the simulation activity

- The outcomes derived from this project will be:**
- Students' development as autonomous learners is enhanced through engagement in metacognitive processes facilitated by the simulation activity
 - Students experience a number of formative assessment tasks centred on iterations of the simulation activity
 - Professional skills (including decision-making, teamwork, communication and performance management) are developed
 - Staff are able to develop their own skills as facilitators of learning using simulation activity

- Partnership with Staffordshire University
- Overall project funding secured worth c£17,000
- Software development underway at Staffordshire
- Recruitment of SHU students to 'test' software and L&T materials
- Consultation/feedback from students on the first 'test' seminar

Progress to date

- What's going well?**
- Overwhelmingly positive student feedback on the simulation seminar:
 - 'This makes it more real, and that's important to motivate us'
 - 'We could quickly assess how we were doing and take a trial and error approach'
 - 'It was in our hands, and that was quite empowering'
 - PLUS really useful feedback on how we could further enhance the learning experience.

- Challenges**
- These are minor challenges:
- Updating software to make it fit for the new millennium
 - Managing students' expectations of the sophistication of the software ('it would be good if it was a virtual world')
 - Time to update financial information which the model runs on (scheduled for January)
 - The module this project is related to does not actually run until next year. Limited contact time with students this year for full evaluation.

- Future Plans**
- Build into module next academic year
 - FULL evaluation next year
 - Phase 2 developments—refining the simulation model to further enhance learner autonomy
 - Development of this kind of simulation for other areas of professional practice

- Support needs**
- Further links into CPLA CETL
 - Getting into the Enterprise Centre to develop this package as a product
- Contact:
Chris Moriarty
C.Moriarty@shu.ac.uk

