



Session 8 Agenda

1. Games in Education (60 min)

- Activity: Diffusion of Innovations Game - <https://diffusion.iu.edu/>  (<https://diffusion.iu.edu/>)
 - Summary of Guidance on Change Theory
 - http://www.enablingchange.com.au/Summary_Diffusion_Theory.pdf 
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2. Games in Education (45 min)

- Breakout discussion - bringing in main points from Squire (2011) - 20 min
- Whole-class debrief - sharing learnings from Squire reading - 25 min

3. Additional resources (10-15 min)

4. Planning for Session 9

- Complete a Reflection post.
- Post to the discussion forum in Session 8
- Review the assigned readings and videos for Session 9