



Gamification

5 examples of games I use in my lectures

Prof. Dr. Torbjörn Netland

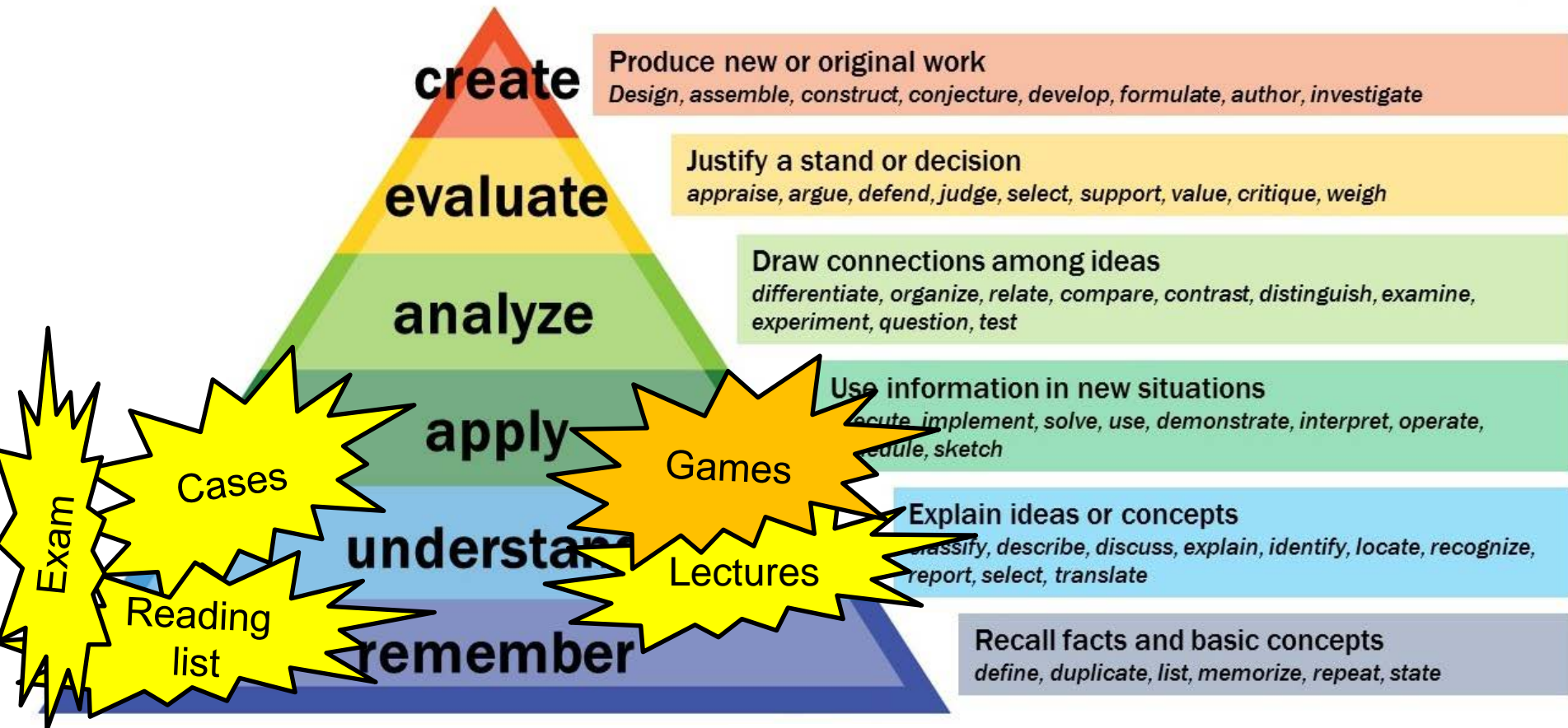
Chair of Production and Operations Management

D-MTEC

27-5-2017

Hierarchy of learning and my “POM Core Course”

Bloom's Taxonomy



Depth of knowledge (Bloom, 1956; Bloom 2.0, 2001)

Figure: Armstrong, P. @Vanderbilt University



Draw a pig here

WRITE YOUR NAME HERE

#1 Icebreaker / introduction games

The Pig Factory (20 min)



#2 Production line simulations

The paper plane game (45 min)



#3 Dice games

Effect of variation in supplier-buyer relationships (45 min)



#4 Factory simulation

My own lego trucks game (3.5 hours)

#5 Polls and quizzes

Please open your smartphone or tablet and go to:

web.meetoo.io/123082191

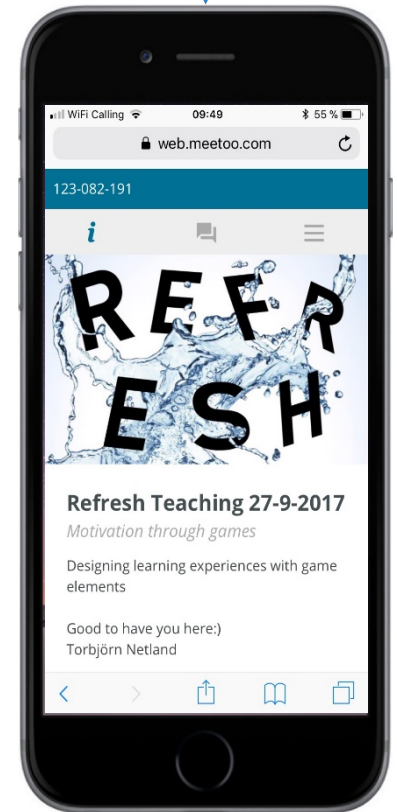
Today, I will use **Meetoo**

- Simple
- Seamless PowerPoint-integration
- The free version for academics is often sufficient



Other options:

- ETH EduApp
- Kahoot.it
- ++



Thank you!

Prof. Dr. Torbjörn Netland

Chair of Production and Operations Management (POM)
Department of Management, Technology, and Economics
ETH Zürich / Swiss Federal Institute of Technology Zurich
Weinbergstrasse 56/58
8092 Zurich, Switzerland
Email: tnetland@ethz.ch
Web: www.pom.ethz.ch

Blog: www.better-operations.com
Twitter: @tnetland

