**Pre Reading**

Bean, Engaging Ideas, Chapter 6 (focus on pp. 92-93, 95-104)

Bean, Engaging Ideas, Chapter 7

**Purpose**

Introduce and demonstrate the value of open pedagogy on the OpenLab through game play.

**Audience**

General Education Seminar Fellows: Third-Year, Second-Year, and Second-Year Associates, plus members of the Open Pedagogy Project on the OpenLab (<http://openlab.citytech.cuny.edu/groups/open-pedagogy-on-the-openlab/>)

**Task**

Create an assignment that leverages open pedagogy on the OpenLab by playing a brainstorming game.

**Format**

Faculty groups will draw one card from each of three decks of cards with examples of open pedagogies, General Education Student Learning Outcomes (SLOs), and a game. Groups will use the cards they draw to brainstorm an assignment, record the assignment on the template below, and share the assignment they developed with all.

**Assessment**

Peer feedback

Group: 7b – English, African American Studies, Chemistry

Open Pedagogy Card: Post a Video

Gen Ed SLO Card: Breadth of Knowledge

Game Card: Othello

The following format is adapted from Bean, *Engaging Ideas*, pages 98-100

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**Purpose** *(What are the goals of this assignment? How does it engage openness?)*

Learning about the all the disciplines at City Tech, situating the students’ discipline in relation to the other work that being done at City Tech, connecting the work being done at City Tech to the outside world, by posting to the OpenLab and to Youtube openness is a clear goal

**Audience** *(What course[s] can this assignment be used in?)*

Any course to help situate the discipline, Youtube/Openlab, any course that seeks to

**Task** *(What will students do? What will faculty do?)*

Students: Interview a student/faculty in another discipline, include an element of that interview/discipline from the real world into the video

Faculty: Set goals for the interview process, identify who in the class has the skills to accomplish the tasks and assign roles

**Format** *(How will work on this assignment occur? In-class? At home? In groups? Individually?)*

Done in groups, defined roles, done mainly at home?

**Assessment** *(How will student work be assessed?)*as a part of the game, assessment is a pass/fail wherein if the Professor feels that the video fits the task criteria, a token is awarded.