



Contribution ID: 57

Type: Practice-oriented Oral Face-to-face presentation

Developing Student Leadership Skills using Tabletop Games

Saturday 17 May 2025 13:40 (25 minutes)

TITLE

Developing Student Leadership Skills using Tabletop Games

RELEVANT SIG

Learner Development

FORMAT

Practice-oriented Oral Face-to-face presentation (25 minutes, including Q&A)

Short English description

KEYWORDS

Game-based Learning, Tabletop Games, Leadership, Near Peer Role Models (NPRMs)

First-time presenter?

ABSTRACT

For university graduates entering today's workforce, using tabletop games is one way to assist in the acquisition of both second language (deHaan, 2020; York, 2021) and leadership skills (Reed, 2024) at the same time. This presentation introduces a game-based, self-directed learning course at a private university in Japan, where student leaders guided their peers (Q.V. Murphey, 1995 "Near Peer Role Models") using English through a selection of board games such as Dice Throne and Legends of Andor. Along with an overview of the literature on the pedagogical benefits of tabletop games, the presentation will offer a roadmap for educators seeking to include similar approaches within a classroom or self-access setting, detailing how tabletop games can support students' learning goals with particular emphasis on development of leadership skills. Finally, practical elements of the course design will be discussed including game selection, session structure/frequency, and assessment.

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Session Classification: B8-110 Learner Development

Track Classification: Learner Development