

# HIGHER EDUCATION STUDENT-FACING

**Topic:** Digital Game-Based Learning Activity

**Intended Audience:** Freshman and Sophomore English Composition

## 1. NEWSROOM GAME ACTIVITY DESCRIPTION

■ Today, you will be a part of a real-world workplace simulation. Your professor will provide you with the proper login information. In this simulation, you will be role-playing as a reporter for a fast-paced newsroom. You will have a limited amount of time to research, write, and edit an article on an assigned topic, using the resources you would have in a live newsroom. The purpose of this exercise is to focus on grammar, structure, and rhetoric in a new and engaging way. This exercise will strengthen your writing skills, and serve to prepare you for both academic and real-world workplace scenarios.

## 2. NEWSROOM GAME ACTIVITY INSTRUCTIONS

■ Once you log in to the game using the instructions provided by your professor, you will be prompted to begin a simulation. This simulation will last for approximately 30 minutes, during which time you will be assigned a topic to research and expected to write a brief, substantial article. You will submit your article to the in-game editors by the deadline, and they will give you feedback similar to what you may receive in real life.

Make sure you save your article in a separate document before submitting it in the game, as you will want to refer to it later. You will also need to save a screenshot of the feedback from your editor, which you will discuss with your professor and classmates.

## 3. NEWSROOM GAME ACTIVITY CLASS DISCUSSION

- Discuss as a class what you learned from this activity:
- What was your topic?
  - What resources did you use to research your topic?
  - What things surprised you in this exercise?
  - What did you feel was your most significant accomplishment?
  - What areas do you feel you need more development in?
  - What were the highest and lowest scores your editor gave you?

Based on your strengths and weaknesses, your professor will pair you off in teams of two or three. For the rest of class, you will work with your partners to edit your articles together. You should help each other grow as writers by sharing your strengths with each other. For example, if you are good with structure but struggle to use your research to support your arguments, you may help your partner strengthen their article's structure while they show you a better way of integrating your research.

## 4. NEWSROOM GAME ACTIVITY RESULTS SHARING

■ Finally, you will send both versions of your article along with the screenshot of your editor's notes to your professor. They will grade the activity as a whole, and provide notes on both your improvements between drafts and the final draft itself. If you have questions about your professor's notes, or the notes your editor provided, you should discuss them with your professor during office hours.

You should now have a stronger grasp of how to work quickly and concisely in a real-world workplace situation. The skills you've learned in this activity will help you professionally and academically. Hopefully, you've had fun experiencing this simulation and collaborating with your classmates. Remember to apply these skills to all of your writing to continue growing your voice.