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Enriching Students' Cross-Cultural and Multilingual Communication: The Serious Play Approach Utilizing Playmobil Pro Figures in terms of table games in Higher Education

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Background

Game-based learning is used to engage students in the learning process, increase their bonding and interaction.

SG, i.e., PSP which involve the use of learning strategies such as role play and storytelling, enhance learning and behavior change through amusement.

The use of Playmobil pro in HE is in its infancy (Brandão et al., 2012; Griggs et al., 2019).

LSP is supported by many educational theories and practices.

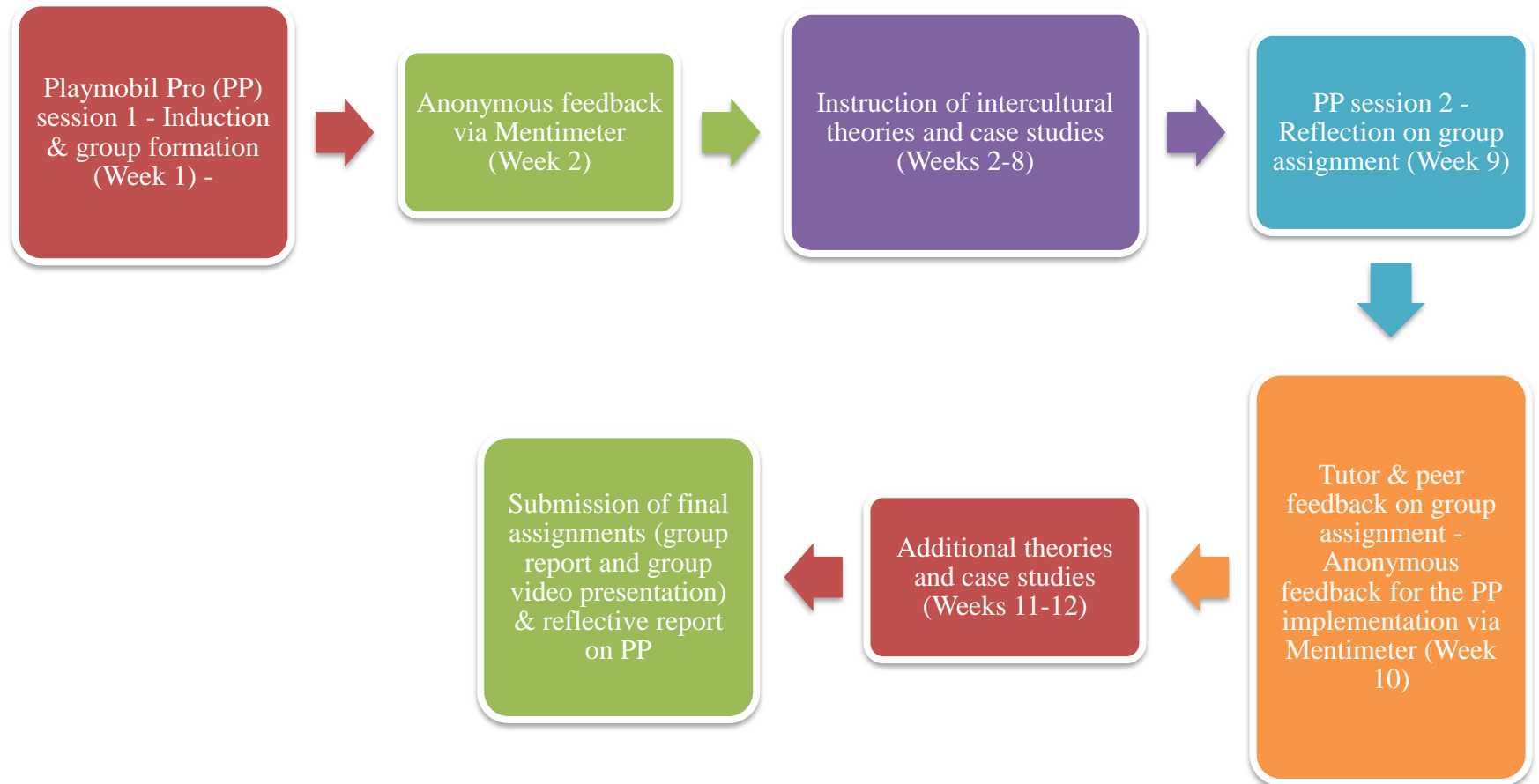


Description of the study

- 70 students
- Ss asked to work first individually and then to form groups of 3-4 people
- They were asked to introduce themselves and discuss what their dreams for the future are and how they were going to pursue them. They were also asked to use PSP to discuss their personal reflective portfolio.
- **Aim:** Apply theories to real-world contexts
- Cycle of building, sharing and reflecting, found in a typical PSP workshop.



Implementation design



Aim of the study

- **Aim:** explore students' attitudes towards using PSP as a table game in HE

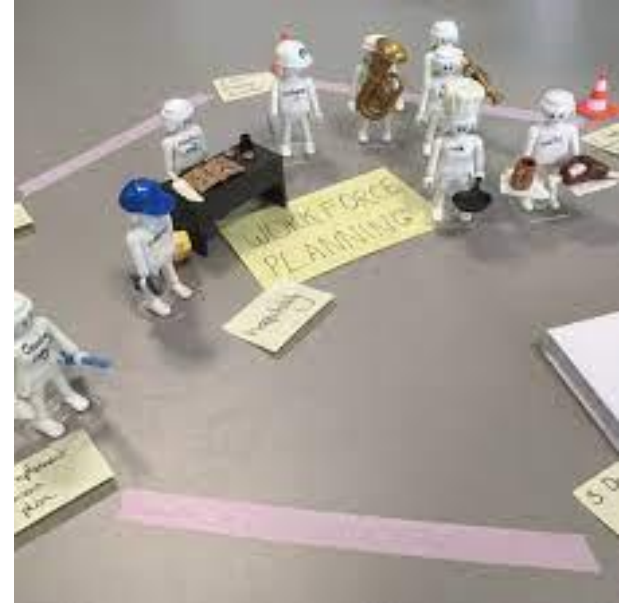
Research questions:

1. What is the impact of Playmobil pro on postgraduate students' attitudes towards learning?
1. What are postgraduate students' perceptions of the impact of Playmobil pro workshops on the development of their intercultural awareness and cross-cultural communicative competence?



Research Methods

- Mixed methods approach
- Reflective report
- Lecturer's observations
- Thematic analysis



Findings - positive

- Improved engagement facilitating intercultural exchange due to positive emotions
- Enhanced collaboration and intercultural communication
- Developed group identity, ethical thinking, and cross-cultural empathy
- Promoted experiential, interpersonal, and deep learning
- Promoted a global mindset and a rule-based culture



Findings – Motivation - Challenges

- Establish English as the working language
- Differences in communication styles
- Differing degrees of cooperation and motivation
- Lack of time and artefacts



Limitations

- Small sample
- Specific context
- No control group
- Lack of generalizability
- Future studies
- Experimental design
- MBA/ MSc students



Implications

- Plato was the one of the first philosophers who recognised the significance of purposeful play for learning and development.
- The findings of this case study corroborated previous research indicating that HE lecturers should be using innovative game-based learning tools that may support teaching by enhancing students' intercultural competencies in an entertaining and engaging way.
- These can also enhance students' academic performance and promote student autonomy and empowerment (Bleumers et al., 2013).



Conclusion

- Therefore, Playmobil pro is very useful in HE
- It can be used to develop students' cross-cultural and inter-communication skills. Ss will hopefully internationalize their organisations, facilitating employability and competitiveness.
- The world can be envisioned as a diverse ensemble of cultures and languages.
- This can support companies as it promotes innovation and the consideration of various approaches for everyday challenges while it may also cause issues when organisations try to establish new ventures in foreign markets.



References

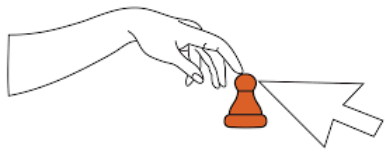
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