

Teaching Ecological Concepts through Game Based Learning

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Research suggests that learning can be improved if students participate in memorable and fun experiences. Games therefore facilitate learning by allowing students to collaborate with their peers through activities that promote engagement with the material in a competitive and rewarding atmosphere. Additionally, games are very flexible. They can be adjusted to create opportunities for problem-solving and improved interpersonal interactions, and they can be easily implemented in either lecture or laboratory settings as supplementary activities or as the main focus. Here, I highlight several games I developed to allow students to explore various concepts in ecology. While developed for an upper-level course, these games can be easily modified for an introductory level or to accommodate different subject material.

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