Game Makers: A Playful Way to Enhance Presentation Practice

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My Favorite Assignment 2022

🧩 Game Makers – Basic Instructions

Teams develop a game to be played in class that will combine the skills of discussion, teamwork, negotiation, and leadership; with speech, presentation, and facilitation skills to simulate the business communication process.

✅ Parameters:

- Create a speaking game with rules.
- Brainstorm the rules for the game
- Develop a group presentation
- Facilitate an instructional presentation to the class
- Lead the class in playing the game.
- Give other teams a grade

1 - Step One — Brainstorm and Design a Speech and Presentation Game:

In groups and through discussion and negotiation, develop a speech and presentation game (like Pecha Kucha, picture storytelling, impromptu prompts, guessing, 1-minute speeches, etc.) that can be demonstrated and played in class that your team thinks will help build speech and presentation skills.

- Games must incorporate a prop (dice, game board, player pieces, etc.)
- Timers can be used but do not count for your prop.
- Rules should be easy enough to teach in 5 to 6 minutes.
- Games should be new, and inspiration from other games is okay, but copying other games directly is not.

2 - Step Two — Outline and plan the presentation.

Use your speech-building skills to build a formal speech outline. Use outside sources and appropriate visual aids. You can use this [Formal Outline Template](#) to help you build your document.

- Make a formal speech outline, looking at resources for a "process speech" will help you build your outline.
- Create any documents or handouts that you think will help teach the class your game.
- Each group member should plan to speak.
- Create and use visual aids - PowerPoint, Videos, etc.
  - Visual aids should be easily seen (for example it is hard to see rolling dice from the back of the room, they might better be seen as large images on slides.)

3 - Step Three — Present your lesson to the class

Be sure to practice with your team, but this step is where you will make a speech to the class. The presentation is in two phases, finishing the presentation and then allowing the class to play your game.

- Instructional Stage — teach the class the rules and explain your game.
- Facilitation Stage —Answer any questions, and then proceed to Step 4.

4 - Step Four - Play the Speaking Games

Take 10 to 15 minutes in class and play the speaking game in groups. Teams will also play their own game during this time but may need to answer more questions if need be.

5 - Step Five - Wrap up and Follow Up

The following are options for wrapping up and grading. Grading is flexible and can be low stakes using class discussion as feedback, using peer review, or a high-stake assignment with a formal evaluation using a presentation rubric.

- Students could give each other constructive feedback for (peer review) on the games and the speech.
- A discussion will take place for feedback, for what worked and possible improvements.