Case Study 1:
Playful Team Reflection Using LEGO® Serious Play®

Tobias Seidl, Stuttgart Media University, Faculty Information and Communication, Stuttgart, Germany

ABSTRACT

Teamwork and cooperation are important 21st century skills and therefore important parts of the higher education curriculum. Following Kolb’s ‘experiential learning cycle’ model a combination of project work and moderated reflection can help students to acquire these skills. This article elaborates how LEGO® Serious Play® (LSP) an be used to stimulate and moderate student’s reflection on their teamwork skills in the setting of a university course. A focus is placed on the process and goals of the LSP method, the implementation in the workshop and the benefits of using LSP for this reason.

KEYWORDS

21st Century Skills, Experiential Learning Cycle, Lego Serious Play, Project Based Learning, Reflection, Teamwork

INTRODUCTION

Effective teamwork and cooperation are important 21st century skills (Binkley et al., 2012). Therefore, educators at universities and colleges need to design and implement adequate learning scenarios to support students to acquire these skills. According to Binkley effective teamwork requires the following skills:

- **Interact Effectively with Others**
  - Speak with clarity and awareness of audience and purpose. Listen with care, patience, and honesty
  - Conduct themselves in a respectable, professional manner
- **Work Effectively in Diverse Teams**
  - Leverage social and cultural differences to create new ideas and increase both innovation and quality of work
- **Manage Projects**
  - Prioritize, plan, and manage work to achieve the intended group result
- **Guide and Lead Others**
  - Use interpersonal and problem-solving skills to influence and guide others toward a goal
  - Leverage strengths of others to accomplish a common goal
  - Inspire others to reach their very best via example and selflessness
  - Demonstrate integrity and ethical behavior in using influence and power (Binkley et al., 2012, p. 47)

DOI: 10.4018/IJGBL.2017070108
Related Content

Interactive Applets in Calculus and Engineering Courses
Heidi Burgiel, Chad Lieberman, Haynes Miller and Karen Willcox (2013). Enhancing Mathematics Understanding through Visualization: The Role of Dynamical Software (pp. 127-144).
www.igi-global.com/chapter/interactive-applets-calculus-engineering-courses/80261?camid=4v1a

Diffusion of Educational Technology and Education Reform: Examining Perceptual Barriers to Technology Integration
LeAnne K. Robinson (2007). Integrating Information & Communications Technologies Into the Classroom (pp. 272-288).
www.igi-global.com/chapter/diffusion-educational-technology-education-reform/24044?camid=4v1a
Present or Play: The Effect of Serious Gaming on Demonstrated Behaviour
www.igi-global.com/article/present-or-play/128267?camid=4v1a

Game-Based Learning and Information Literacy: A Randomized Controlled Trial to Determine the Efficacy of Two Information Literacy Learning Experiences
www.igi-global.com/article/game-based-learning-and-information-literacy/188609?camid=4v1a