Improv Games in Geoscience Courses Erik Haroldson¹

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INTRODUCTION:

-People Learn best in Supportive Social Settings (Mosher & Keane, 2021)

-Diversity is important and lacking in the geosciences (Dutt, 2020)

-Geoscience curriculum should emphasize broad skills over specific content (Mosher & Keane, 2021)

-Improv games were implemented to address the above **CONCERNS** (Haroldson, 2021)

METHODS

-"Improv theater" games were used daily in classes (Mineralogy and Petrology).

-Student perception survey (20 enrolled, 11 responded).

RESULTS

-Improv games:

1.Foster a Community of Practice in the classroom (Wenger, 1998)

2. Develop transferable Skills: Confidence in public speaking Listening Think on your feet Ability learn new skills Communication Camaraderie

3. Prepare students for class

-Not an active learning strategy per se, but may increase engagement in an active learning classroom. (LaDue et al., 2021)



mprov in the classroom promotes supportive social earning and develops students' transferable skils

> student J reported: "... interacting with classmates definitely proved beneficial as a new student in the program."

> Student C reported: "[The games helped with] general social camaraderie among classmates."

Journal article here











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