

EMULATING AN INDEPENDENT STUDIO TO ENCOURAGE EQUITABLE GROUP PARTICIPATION

A JOHNSON SHOYAMA ONEd PRESENTATION

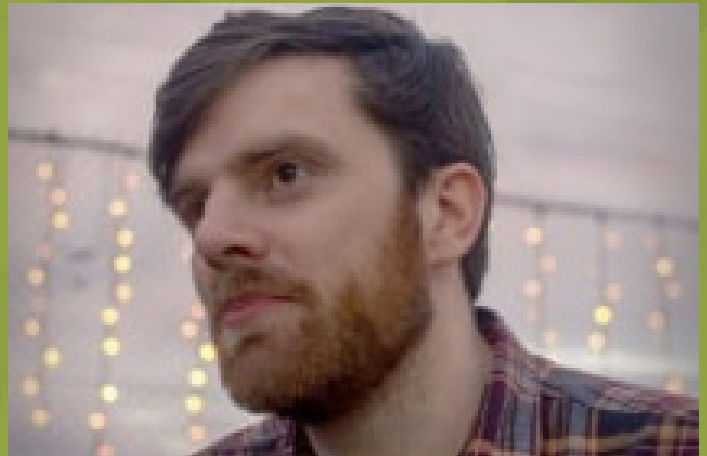
TUESDAY, MARCH 9, 2021 / 12:00 - 1:30 PM

Delivered via Zoom. [Click here to register.](#)

Online teaching and learning has created obstacles around student accountability—a problem exacerbated in group work environments. To encourage students to make an equitable contribution to group work, Dr. Phillips uses an approach modelled after a lean startup business—specifically, independent videogame studios. Independent studios often work in a remote context and leverage a free set of tools and methods to create a rigorous online work environment. The talk will outline the process, its benefits, and some limitations of the method. The talk will also discuss methods for combatting student procrastination in a more general context.

The Online Education (OnEd) Network is a group of experts—and aspiring experts—working towards creating top-notch online courses for the university community.

For more information or to be added to the OnEd mailing list, please contact Martin Boucher (martin.boucher@usask.ca) or Emmy Neuls (emmy.neuls@usask.ca).



PRESENTED BY: **DR. CODY PHILLIPS**, SPECIAL LECTURER, UNIVERSITY OF SASKATCHEWAN

Dr. Cody Phillips is a special lecturer at the University of Saskatchewan. His research investigates the psychological benefits of games. In recent years, Dr. Phillips has worked on designing and developing games for children living with cystic fibrosis, with an eye towards helping them feel resilient and socially connected during hospital isolation. Cody's future work will focus on combatting procrastination by applying theories from game design.



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