

Choose your own learning and teaching adventure

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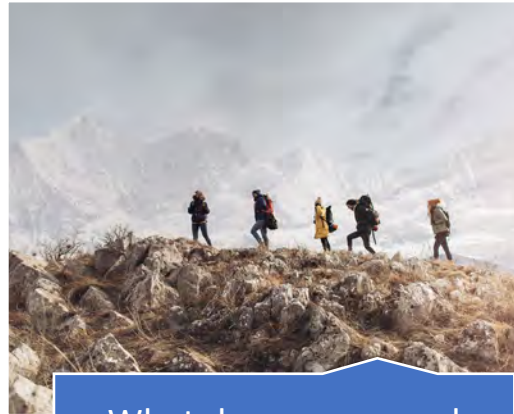


The Issues

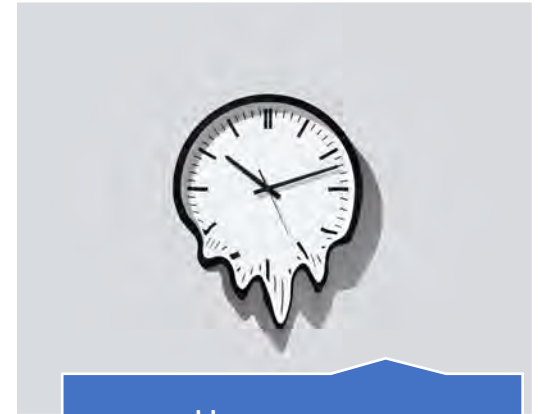
DLTE

Department of
Learning and
Teaching
Enhancement

Who are DLTE?

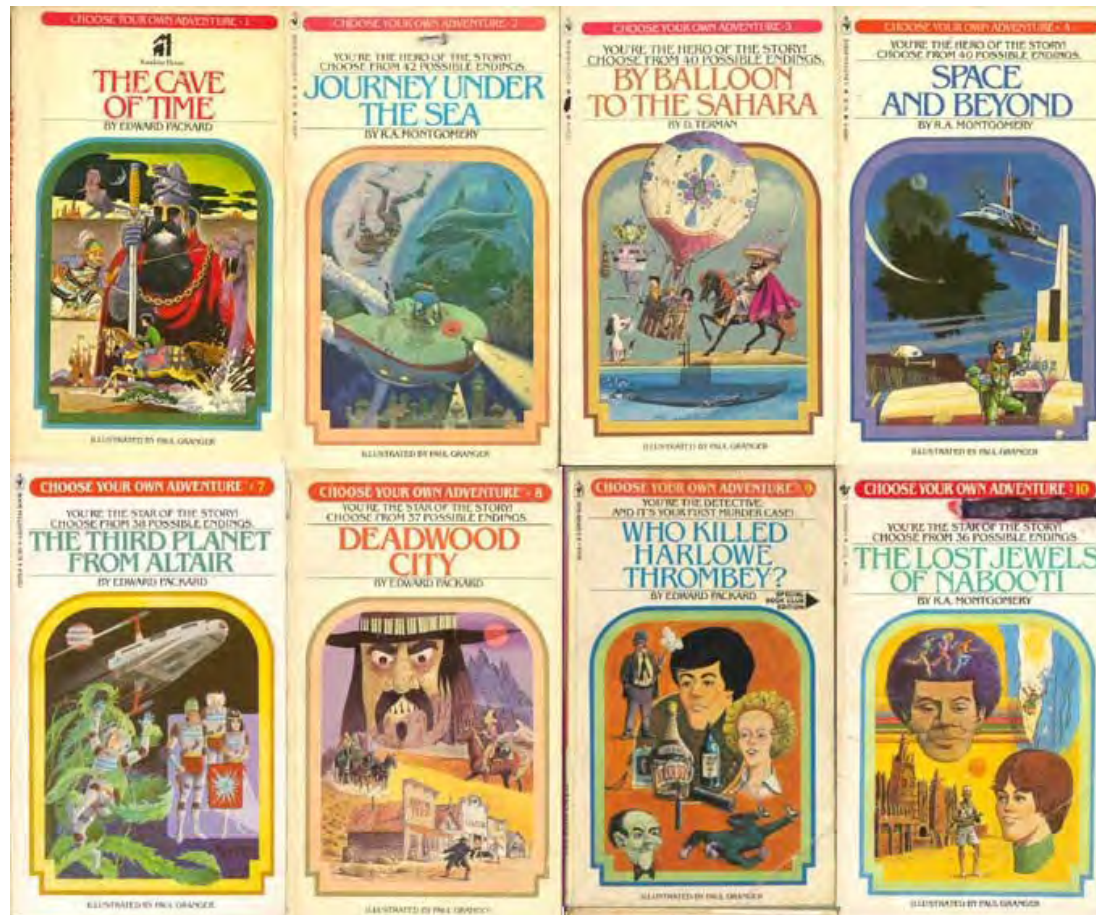


What does a personal
learning journey look like?



How can we
circumnavigate IS?

A Solution?



Why Games?



Playful



Co-creative

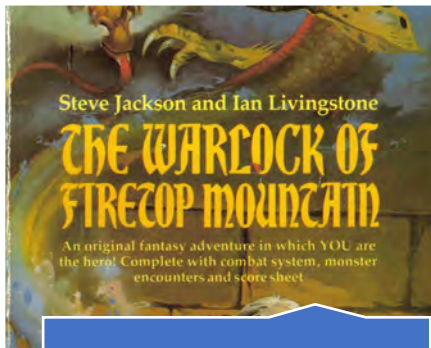


Accessible



Adaptable

Development



Inspiration



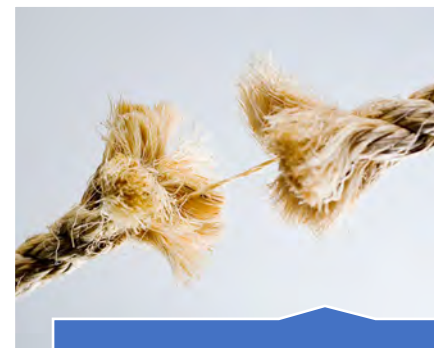
Training



Writing



Coding



Testing

The Game





dlte.itch.io/dlte-quest

DLTE Quest

You can save your progress using this menu, and reload it for later.

You can also use the buttons at the top to navigate back and forward through the quest.

 SAVES

 RESTART




Welcome!

This is an interactive adventure to help plan your learning and teaching journey at Edinburgh Napier University and highlight the Department of Learning and Teaching Enhancement (DLTE).

Inspired by classic Choose Your Own Adventure books and Text-Based Adventure Games, we hope that this provides you with a fun way of discovering how DLTE can help you in the development of your learning and teaching practice both now and in the future.

We have designed this adventure to be suitable for all members of staff who are involved in learning and teaching in any of our schools, research students and early career academics to experienced professional services staff and professors.

 **Use this browny-gold menu on the left to save your progress or use a back button. You can also use the scroll to expand and collapse the quest (look for the arrow in the top left of this window to expand and collapse the menu.) Try to complete the quest!**

[Collapse the sidebar!](#)

[Expand the sidebar!](#)

Character Select Screen

Hi Sam !

Which of the following best describes your current role at Edinburgh Napier University?

- I am an [Early Career Academic](#)
- I am a [PGR student](#)
- I am [Professional Service Staff](#)
- I am an [established academic](#)

♥ [Help! None of these roles fit me!](#)

CPD opportunities

You step forward into a brightly coloured room. The floor is made up of multicoloured tiles that appear to form some kind of pattern, and scattered around them you observe a large collection of oversized cards, dice, and various counters. If you didn't know any better you'd think that you were in the middle of a giant board game. In the centre of the room a tall man is beckoning you over to come and join him.



"Hello Sam! I'm Sam Illingworth, and I'm here to tell you all about the various CPD opportunities that are available to you on your learning and teaching journey at Edinburgh Napier University. Now tell me, do you know what CPD stands for?"

You are just about to respond, when...



"That's right! CPD stands for Continuing Professional Development. Have a jewel! No actually don't, I've been told that I'm only to give these out for the writing of poetry. Apparently I have been over-generous with my jewels. I'll give you one. It's a gemstone that will help you to get into that right now. Right now, what we need to get into is you. You and your CPD. Sorry, your Continuing Professional Development."

"So then adventurer, what would you like to find out more about?"

- Opportunities to develop my learning and teaching practice that don't require me to sign up to something lasting like... forever.
- I'd love to be connected to a group of likeminded adventures like myself, so that we can continue our journeys together.
- I'd like to find out more about how I could maybe turn some of my learning and teaching practice into research.
- I've heard mention of something called the National Teaching Fellows scheme and the Collaborative Award for Teaching Excellence. How do I get me some of that?
- Erm... poetry? Oh go on then.
- I'd just like to continue with my quest.

• You have earned 2 coins!

Today, you have explored...

- categories of Advance HE Fellowship for a

You have got to know...

You have won...

Poetry



"Poetry! Did somebody say poetry! Oh, how wonderful! Would you write me a poem?"

You stand motionless.



"Thank you, oh thank you so much! Now here's a paper and a pen, please begin..."


You are, to the best of your knowledge, still motionless.



"Oh silly me, you need a prompt! How about 'my experiences of learning and teaching'? Don't worry about any particular metre, although if you want to use a specific poetic form, then [this guide](#) to mine are. Hahahaha!"

He looks like he really wants you to write a poem. Maybe you'd better have a go, just in case. I mean, did you hear that laugh...



 You have earned 3

Today, you have explored

- categories of Advanced H
- CPD Choices for an est

You have got to know..

You have won...

You have just completed the fourth of the five hidden mini-games in this adventure. Well done!



You guessed it! Another gem!

Stick that lovely gem in your backpack.



Dr Sam Illingworth

Associate Professor in Academic Practice

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How I can help:

I help to support staff from across the University in developing teaching provisions that are inclusive, engaging, and innovative. I mostly do this through Continual Professional Development (CPD) opportunities, by leading on the L&T ENssentials programme, and helping out with the Centre for Higher Education Research. If you want to find out more about developing your own learning and teaching practice, conducting research, or networking with other adventurers then please get in touch. Oh yes, and I also like poetry.

Favourite Book:

'One Hundred Years of Solitude' by Gabriel García Márquez

[Go back](#)

You stride purposefully towards the glowing room, determined that nothing can now keep you from your goal. As you pass over the threshold
...you find yourself held by a mysterious force field, whilst that incredibly annoying voice once more reverberates across your senses.

WHO AM I?

Mysterious Voice: *"I know, I know. You want to reach the treasure right, but come on. This is a quest centred around learning and possibly think that you could escape some form of personal reflection and/or feedback did you? But I promise after one short quest the treasure will be yours. You can take my word as an incredibly annoying plot device."*

What do you now know about the support that DLTE can offer you as you continue your learning and teaching journey?"


- I know who DLTE are and how they can help me.
- I'm aware that DLTE exists, but I'm still not entirely sure what they do.
- I'm still convinced that DLTE are just a myth made up to frighten small children.

You finally step through the door and into a room that is, as you guessed, filled with treasure.



You have reached the end of your quest, exhausted all questions, and thus transcended into a state of enlightenment. There is now nothing to stop you from collecting the treasure and living out the rest of your days in the lap of luxury...

...Unfortunately this is an entirely virtual world, and the treasure is nothing more than a collection of pixels in the creases of your imagination.

Still, it could have been worse. you could have been [eaten by a Gruel](#) 


You began this quest as Sam, an established academic .

Over the course of your quest you collected 1 out of five of the hidden gemstones, if you want to try for the super secret ending then you need to get all five. You get one gemstone, see if you can find them, or are you ready for the end credit screen? (Hint - ask lots of questions...)


Sure, I'll try again. I mean the super secret ending has to be worth it. right?

I've been ready for the end for quite some time now.


Feedback

- Played by 252 unique individuals.
 - Option to complete evaluation form at end of Quest:
 1. Did the DLTE Quest provide you with the information that you were looking for?
 2. What did you enjoy about the DLTE Quest
 3. What do you think could be improved?
 4. Do you have any other questions or comments?
- 


Highlights

- **Informative & Engaging.** Users found the game to be highly informative, with a fun, engaging way to learn about DLTE and its services.
 - **Humour & Interactivity.** The humour injected into the game made the content compelling. Users also appreciated the interactivity, with avatars and mini-games enhancing the user experience.
 - **Ease of Access to Information.** The game was seen as a refreshing alternative to trawling through pages of intranet materials. It served relevant information in bite-sized chunks, making it easier to digest.
 - **Positive Reception.** There was significant positive feedback with users expressing a desire for more such interactive and fun educational tools across the university.
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Opportunities for Enhancement

- **Navigational Issues.** Some users experienced difficulties in navigating the game, including issues with "go back" buttons and getting stuck in loops. This created some frustration.
 - **In-Game Item Placement.** Some users had difficulty finding specific items, such as the fifth gem, which detracted from the overall enjoyment of the game.
 - **Accessibility & Inclusivity.** Despite our inclusion of software to aid users with visual impairments, the text-based nature was not for everyone.
 - **Content Relevance:** Users suggested updating some of the content references to make them more current.
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Future Directions

- **Signposting.** Improve options for signposting, especially around career opportunities based on user demographics.
 - **Update Content.** Keep the game's content relevant and up-to-date with more current references.
 - **Expansion.** Given the positive feedback, consider developing similar games for other university departments to enhance learning and engagement.
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Thank you

