

## Dr. PLAY Accredited Play Specialist Certificate Course- Pewter Level (12 hours)

### A. Course Introduction:

This course introduces games, including their history, theories, trends, and opportunities.

### B. Course Objectives:

- Upon successful completion of the course, each participant will be able to demonstrate the following through questions, comments, assignments, and game presentations:
- Understand the needs and personal development of the participants.
- Design diverse game activities.
- Introduce overseas games and related tools to create localized games.
- Establish a game database for the participants.

### C. Course Design:

The class will mainly consist of two forms: teacher lectures and student reports and discussions. There will be no exams.

### D. Subject Requirements and Assessment:

#### Reading (25%):

Submit the "Reading Record Receipt" (see attached page) in the final session, demonstrating that you have accomplished the following:

- Understanding your child's intrinsic motivation.
- Activating your child's self-learning mode.
- Transforming intrinsic motivation into learning.
- Cultivating a love for reading in children.
- Game-based learning methods.

#### Presentation (50%):

- a. In pairs, design a game, lead it, and specify the game theory used (40%).
- b. Provide feedback on games and leadership skills of other pairs (10%).

#### Reflective Essay (25%):

Integrate and reflect on what you have learned in this course through four reflective notes to understand your thoughts. Grading criteria: depth of individual reflection.

Date	Topics	Assignments
Session 1	Course and Teaching Syllabus Introduction Leisure, Entertainment, and Games: Basic Concepts Game Theories: Classical Schools	
Session 2	Game Theories: Modern Schools Game Purposes, Characteristics, Functions, Types, Forms, and Themes Children's Intrinsic Motivation, Relationship between Intrinsic Motivation and Learning, Balancing Games and Homework	Reflection 1
Session 3	Qualities and Skills of Activity Leaders Fostering Creativity, Game Design, and Introduction to Explanations	Reflection 2
Session 4	Lesson Preparation Collaborative lesson preparation meetings will be held to discuss how to apply different theories to design games for the target audience, and to achieve the intended purposes and explanations.	Reflection 3
Session 5	Lesson Observation a. From a theoretical perspective: Verify the effectiveness of instructional theories and methods. b. From the teacher's perspective: Evaluate the teacher's performance, share excellent teaching methods, and identify areas for improvement. c. From the student's perspective: Review learning outcomes, assess whether learning goals have been achieved, identify learning difficulties for students, and improve teaching.	Reflection 4
Session 6	Feedback Graduation Ceremony (with children's participation)	