Pedagogical
- Debrief/follow-up
- Dialogic learning?
- Vicarious learning?
- Observation
- Engagement
- Online hesitancy
- Lack of feedback to tutor = no reinforcement?
- Game mechanics translated well? E.g. fast/slow, turns vs. synchronous
- What happens to player agency?

Social
- Team play
- Inclusion
- Humour
- Fun
- Digital opportunities?
- Stealing cards

Technical
- Limit on max players
- Playingcards.io
- Time overhead (tutor setting up the game)
- Platforms supporting games
- Automation features needed?
- Tabletop simulators
- Longevity
- Players can edit!?

Logistical
- Complexity (cognitive load on tutor)
- Emergent behaviours
- Time overhead (arranging teams, communication, etc.)
- Time overhead (learners becoming familiar)

How to Fail Your Research Degree
Have a play with it… https://playingcards.io/f77f9q
http://howtofailyourresearchdegree.com/

Methods Game
Have a play with it… https://playingcards.io/qhvqmv
http://www.celt.mmu.ac.uk/games/researchmethods/

Press N to get a sticky note to add your own comments/questions