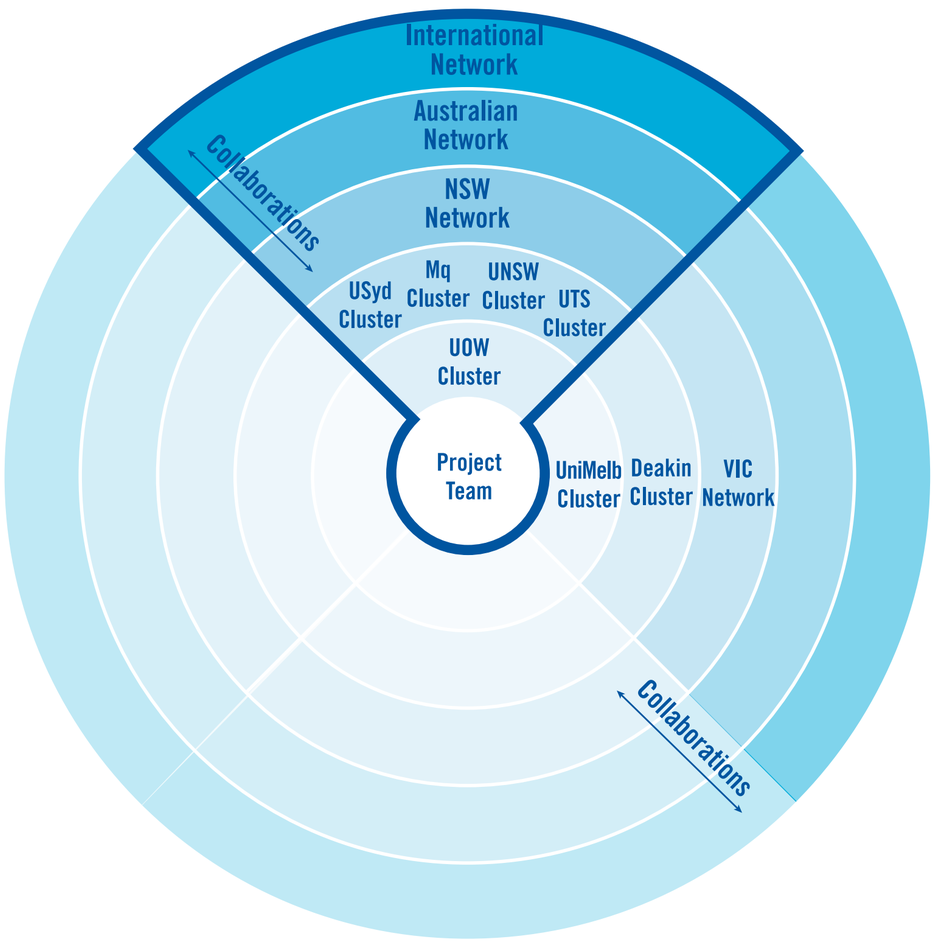
EnRoLE

encouraging role based online learning environments

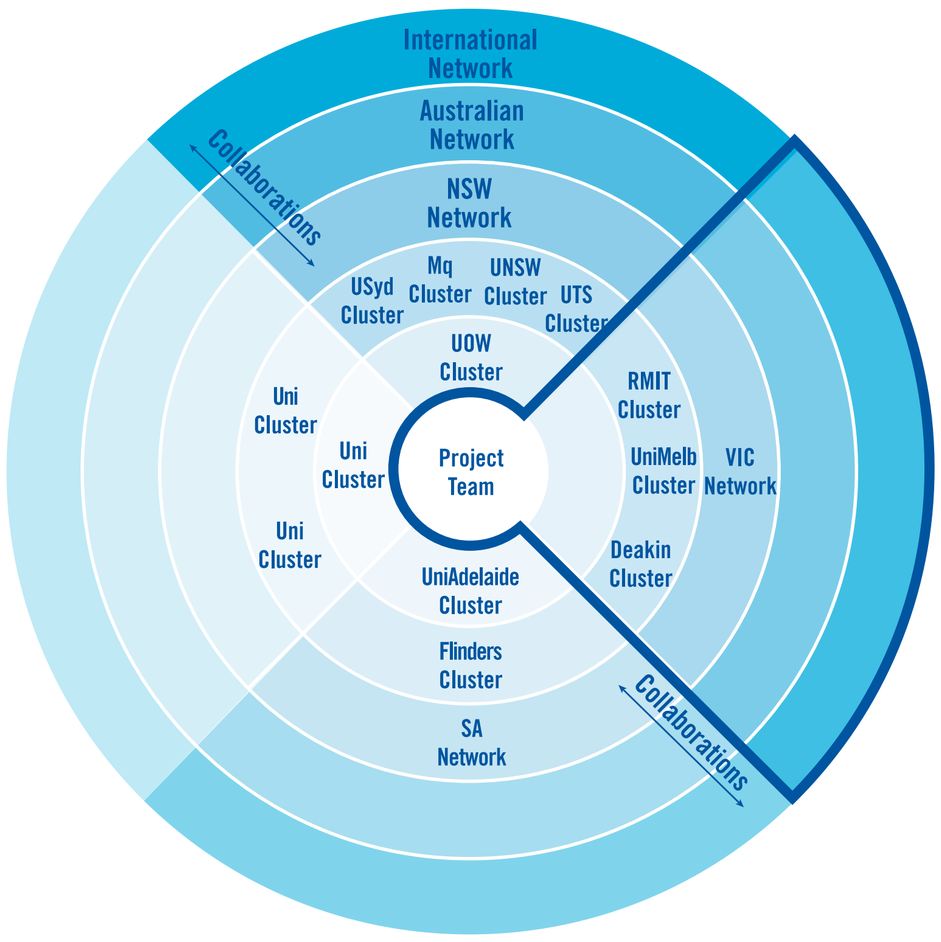
Project EnRoLE is supported by the **Carrick Institute** for Learning and Teaching in Higer Education

Building a role play community

The primary aim of Project EnRoLE is to build an Australian educational role play community, based on strong university clusters, to assist the dissemination of the technique of online role play simulation within university education.



EnRoLE Network 2006



EnRoLE Network 2007

Goals

- double the number of role plays within 2 years
- increase collaboration within and between universities to address issues of isolation and high workload
- build mutually supportive self-help groups (collaborative clusters)

Are you ready to EnRoLE?

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What is role-based learning?

This project covers educational role plays in Australian universities designed to increase understanding of real life human interaction and dynamics.

- participants assume a role in someone else's shoes or in someone else's situation
- to do authentic tasks in an authentic context
- involving substantial in-role human interaction such as collaboration, negotiation, debate
- interaction between roles is substantially in an online environment
- learning outcomes are assessable and generate opportunities for student reflection

Role-based learning takes many names.

- role play
- roundtable discussion
- simulation
- situational learning
- experiential learning

Why online role-based learning?

- fun, engaging and motivating
- challenging and rewarding
- interactive and collaborative
- dynamic goal-based learning
- realistic learning environments
- proven success

Students say...

"I believe that as a learning tool, the e-sim was a spectacular success."

"This simulation has probably been the most beneficial task in teaching me ideas that will be useful to me as a professional engineer for years to come."

Baron and Maier, (2004) A COMMUNITY OF INQUIRY EVALUATION OF MEKONG e-SIM: AN ONLINE COLLABORATIVE SIMULATION ICET Conference, University of Adelaide

Teachers say...

"In all my years of teaching I've never seen students this engaged!"
Chris McGillion School of Communications, Charles Sturt University

"Online Role Play Simulation is simply the best learning/teaching tool that I've ever come across."
Sally Totman, School of International and Political Studies Deakin University

"We use online role play because it encourages deep approaches to learning through safe, yet challenging, explorations of perspectives."
AUTC Learning Design's Online Role-Play Expert Reference Group

find out more about EnRoLE by visiting our website at:
http://cedir.uow.edu.au/enrole

spotlight on learning & teaching
cedir.uow.edu.au/spotlight/enrole