

## OVERVIEW

In December 2014 the *Chronicle of Higher Education* reported that Harvard and the University of Michigan had spent \$40 million and \$25 million, respectively, to promote pedagogical innovation. After noting that that apparently little had come of these initiatives, the author of the article "[How Big Money Can Encourage Calculated Risks in the Classroom](#)" observed that, without major financial backing, Reacting to the Past had spread to over 350 colleges and universities—and now we can confirm that we've grown to more than 500!

The Reacting Consortium, a not-for-profit group of hundreds of faculty and administrators, is eager to help spread the word to your campus. Widely regarded as the most radical of active learning pedagogies, Reacting to the Past (RTTP) consists of complex games, set in the past, in which students are assigned roles informed by classic texts. Class sessions are run entirely by students; instructors advise and guide students and grade their written work.

The Reacting Consortium seeks to initiate a Reacting program on your campus, or expand the existing one, by running a faculty training workshop, where faculty learn the Reacting pedagogy by playing mini-versions of a game. In addition to game sessions, the typical schedule includes discussions of a more general character on student motivation, general education, active learning, and the special challenges and possibilities of the RTTP pedagogy.

This workshop can be limited solely to faculty and administrators at your campus (campus workshop) or it can be opened up to academics throughout your region (which distributes costs and leads to a broader exchange of ideas). The information that follows is merely suggestive. You can tailor a workshop to fit your needs and budget.

## PLANNING YOUR EVENT

### Event Format: Campus Workshop or Regional Conference?

- Do you envision this event as being primarily geared toward faculty from your own institution (e.g. a campus workshop)? If so, what is the anticipated level of attendance?
- Are you interested in hosting additional faculty-participants from other institutions in your region (e.g. a regional conference)? If so, do you have a sense of the level of interest?
- What is the ideal length of the event?
- What are the ideal dates for your event?

### Programmatic Considerations

- What games would you like to explore? Here are some questions to consider:
  - Are there any published games that you feel strongly would strengthen your conference and draw participants?
  - Does your region have any historic or geographical ties to topics in either published or unpublished games?
  - Does your campus or regional partners have a preference for modern games, non-western games, or science games?
  - Which programs or disciplines are you hoping to target?
  - Are there other factors we should consider in making recommendations regarding which games you should offer (campus themes, specific mission goals, themes in your general education curriculum, etc.)?
- Are there specific issues related to teaching and learning, curriculum design, or game development that you would like to highlight in plenary/break-out sessions?

## FEE STRUCTURE

The 2019-2020 rates to bring a RTTP workshop to your campus are listed below. In addition to the base fee, host institutions are expected to cover expenses for related travel, lodging, and catering.

### Campus Workshop: Micro-Workshop

Base Fee: \$1,250 + \$750 consortium membership fee + travel/lodging expenses and on-site costs  
Duration: One day  
Size: 20-25 participants from host institution  
Includes: Stipends for one faculty convener  
Instructional materials for participants  
Coordination of workshop schedule, game agenda, and role assignments  
Planning and pre-workshop guidance

\*\*RC member institutions will receive a 20% discount on the quoted rates below.\*\*

### Campus Workshop: One-Day / One Game Track

Base Fee: \$ 3,000 + travel/lodging expenses and on-site costs such as catering  
Duration: One day  
Size: 20-25 participants from host institution  
Includes: Stipends for one faculty convener and one or two student preceptors  
Instructional materials for participants  
Coordination of workshop schedule, game agenda, and role assignments  
Participant mailings and pre-workshop guidance

### Campus Workshop: Two Days / One Game Track

Base Fee: \$ 5,000 + travel/lodging expenses and on-site costs such as catering  
Duration: Two days  
Size: 20-25 participants from host institution  
Includes: Stipends for one faculty convener and two student preceptors  
Instructional materials for participants  
Coordination of workshop schedule, game agenda, and role assignments  
Participant mailings and pre-workshop guidance

### Campus Workshop: Two Days / Two Game Tracks

Base Fee: \$ 9,000 + travel/lodging expenses and on-site costs such as catering  
Duration: Two days  
Size: 40-50 participants from host institution  
Includes: Stipends for one faculty convener and two student preceptors  
Instructional materials for participants  
Coordination of workshop schedule, game agenda, and role assignments  
Participant mailings and pre-workshop guidance

## Regional Conferences

Budgetary arrangements for regional conferences are negotiated on a case-by-case basis because they involve cost-sharing between the host institution and the Reacting Consortium. Typically the host institution supports the costs related to participation by their faculty participants, as well as on-site costs such as catering and audiovisual services. The Reacting Consortium collects registration fees to support the costs for faculty attending from other institutions. For additional information, please contact the RC staff.

## **SAMPLE SCHEDULES**

### **One-Day Workshop**

- 9:00 – 10:00 Welcome; Introduction to “Reacting to the Past”
- 10:00 – 11:00 Game Setup: Discussion of the Historical Background, Central Texts, and Game Elements
- 11:00 – 12:30 Game Session 1: Activities vary depending on game choice
- 12:30 – 1:30 Lunch Break
- 1:30 – 2:30 Game Session 2: Activities vary depending on game choice
- 2:30 – 3:30 Post-Mortem: Participants discuss the historical record, their roles, and reactions to the game
- 3:30 – 5:15 Plenary Session: The Classroom Experience—Q&A with Veteran Faculty and Students

### **Two-Day Workshop (One or two games)**

#### Day 1

- 9:00 – 10:00 Welcome; Introduction to “Reacting to the Past”
- 10:00 – 12:30 Game Setup: Discussion of the Historical Background, Central Texts, and Game Elements
- 12:30 – 1:30 Lunch Break
- 1:30 – 3:30 Game Session 1: Activities vary depending on game choice
- 3:30 – 5:15 Plenary Session: The Classroom Experience—Q&A with Veteran Faculty and Students

#### Day 2

- 9:00 – 11:00 Game Session 2: Activities vary depending on game choice
- 11:00 – 12:30 Plenary Session: Curricular Considerations—Course Objectives, Class Sizes and Syllabi
- 12:30 – 1:30 Lunch Break
- 1:30 – 3:00 Game Session 3 (final): Activities vary depending on game choice
- 3:00 – 4:00 Post-Mortem: Participants discuss the historical record, their roles, and reactions to the game
- 4:00 – 5:15 Closing Plenary: “Reacting” to the Crisis in General Education  
Discussion of the possible functions of RTTP in the curriculum, such as general education courses, skills development, and discipline-specific study.

## **CONTACT US**

For further information on scheduling, please contact Dr. Jennifer Worth, Administrative Director of the Reacting Consortium, by telephone at (212) 851-2112 or email at [jworth@barnard.edu](mailto:jworth@barnard.edu).