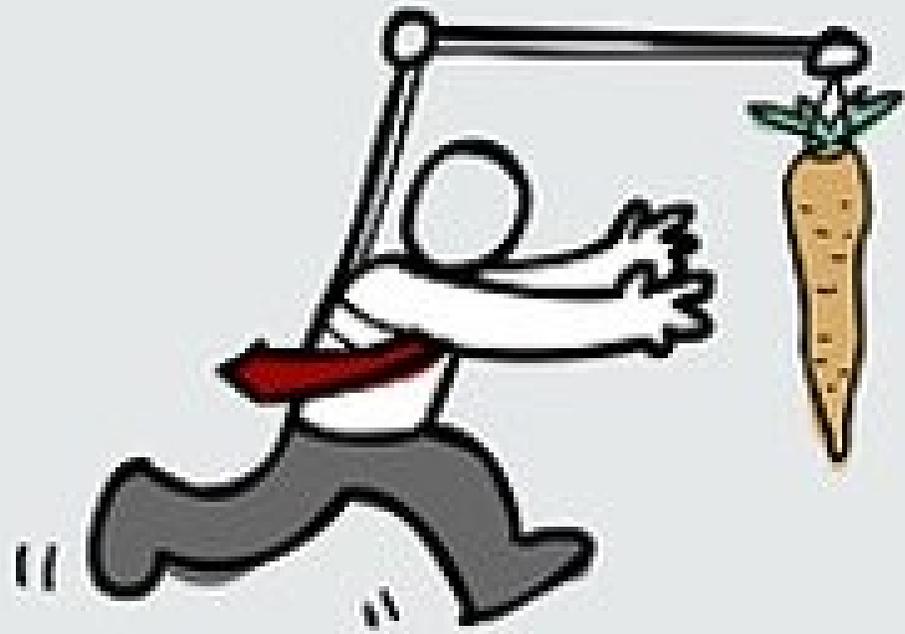






Create a High-Quality Connection



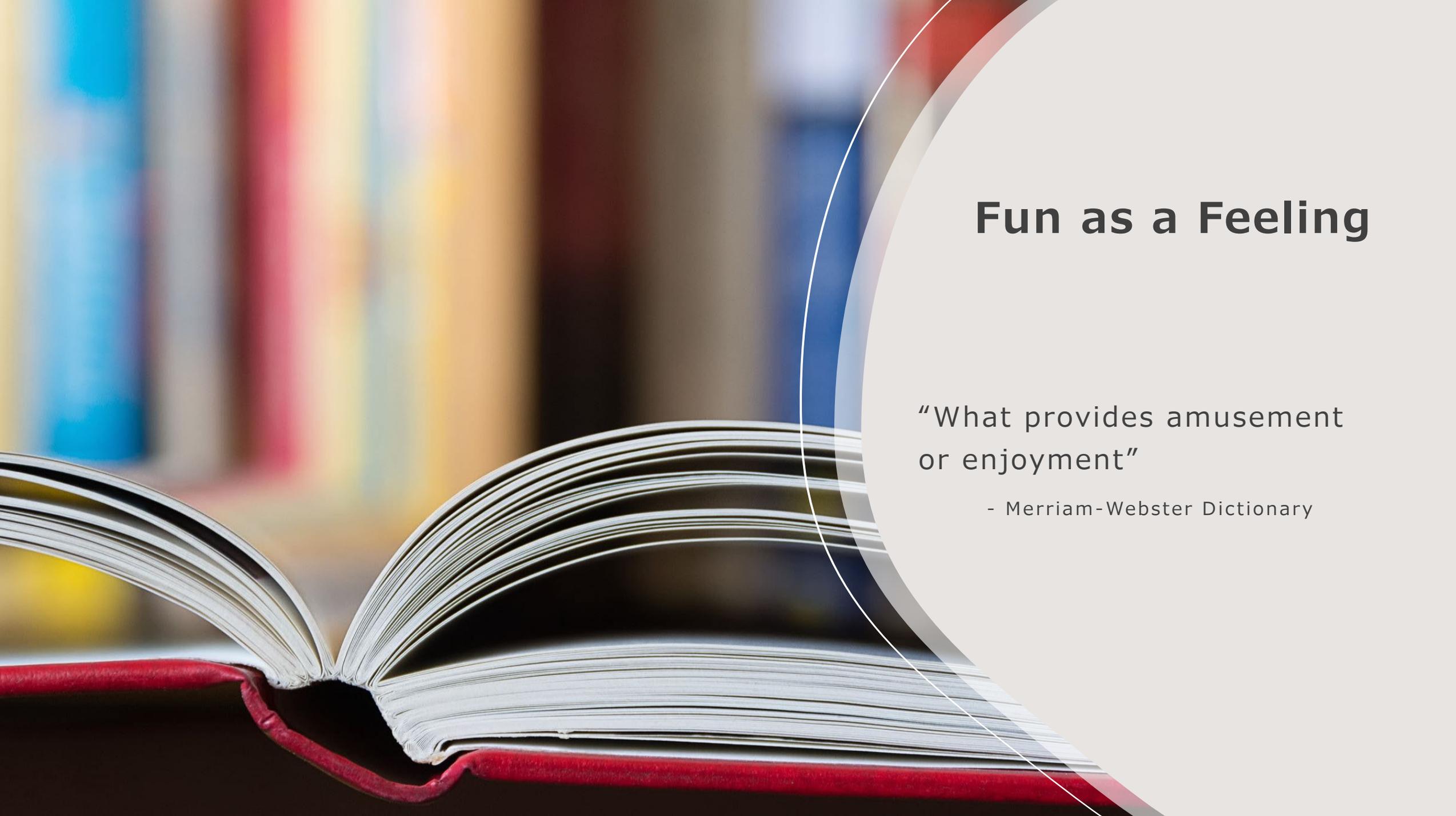
Motivation

What are you going to use, a carrot or a stick?



Question

True or False? Fun is a magic bullet for success.



Fun as a Feeling

“What provides amusement
or enjoyment”

- Merriam-Webster Dictionary

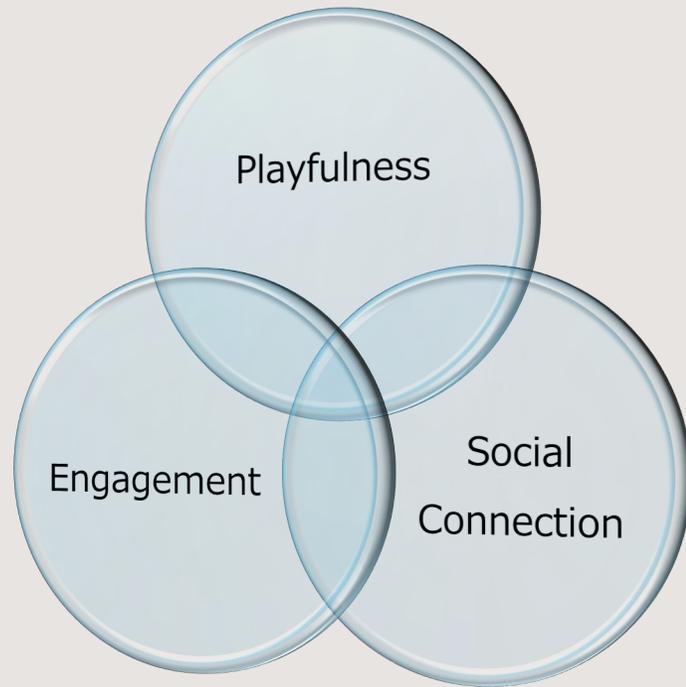


Fun as a Contextual Characteristic

“Characteristics or features of the [work] environment of a social, playful, and humorous nature, which have the potential to trigger positive feelings of enjoyment, amusement, and lighthearted pleasure in individuals.”

- Michel et al., 2019

True Fun



- Catherine Price



**Engagement in
Informal Learning
Activities**



**Stronger Job
Performance**



**Stronger Social
Connections at Work**



**Increased Job Satisfaction and
Organizational Commitment**

Benefits of Having Fun at Work

Over a decade of research with my colleagues

- Michael J. Tews (Penn State University)
- David Allen (Texas Christian University)
- Ray Noe (The Ohio State University)



Pair-and-Share

What are some of the most innovative things you do to make the classroom fun?

What Role Does Fun Play In The Classroom?

Fun in the College Classroom: Examining Its Nature and Relationship with Student Engagement (2015). *College Teaching*.

- Michael J. Tews (Penn State University)
- Kathy Jackson (Penn State University)
- Crystal Ramsay (Penn State University)
- John W. Michel (Loyola University Maryland)

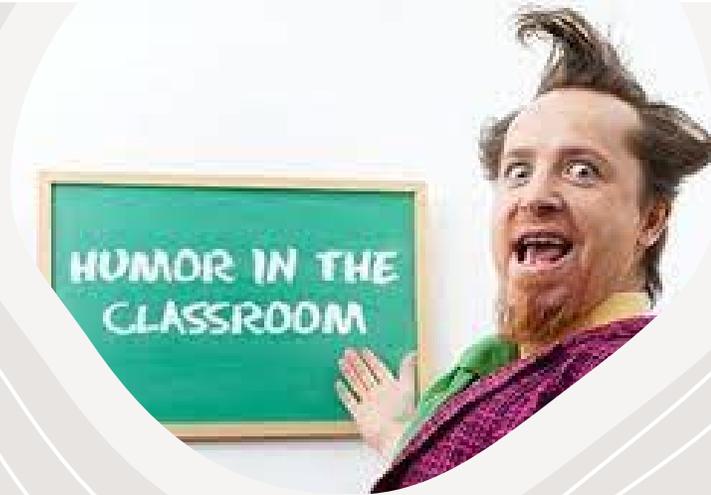
Two Dimensions of Fun in the Classroom

FUN ACTIVITIES

- Small group competitions
- Games
- Hands-on activities
- Field trips
- Playing music
- Instructor provided food

FUN DELIVERY

- Creative examples
- Humor
- “Attention getters”
- Storytelling



Student Engagement

We found that the **use of humor**, **storytelling**, and **creative examples** were related to student engagement, but fun activities were not.



Peer Socializing

We found that **playing games, small group activities, team-building activities, and field trips** improve socializing and collaboration.

New Research on Fun in the Classroom

Dave Luvison (Loyola University Maryland)

Michael J. Tews (Penn State University)

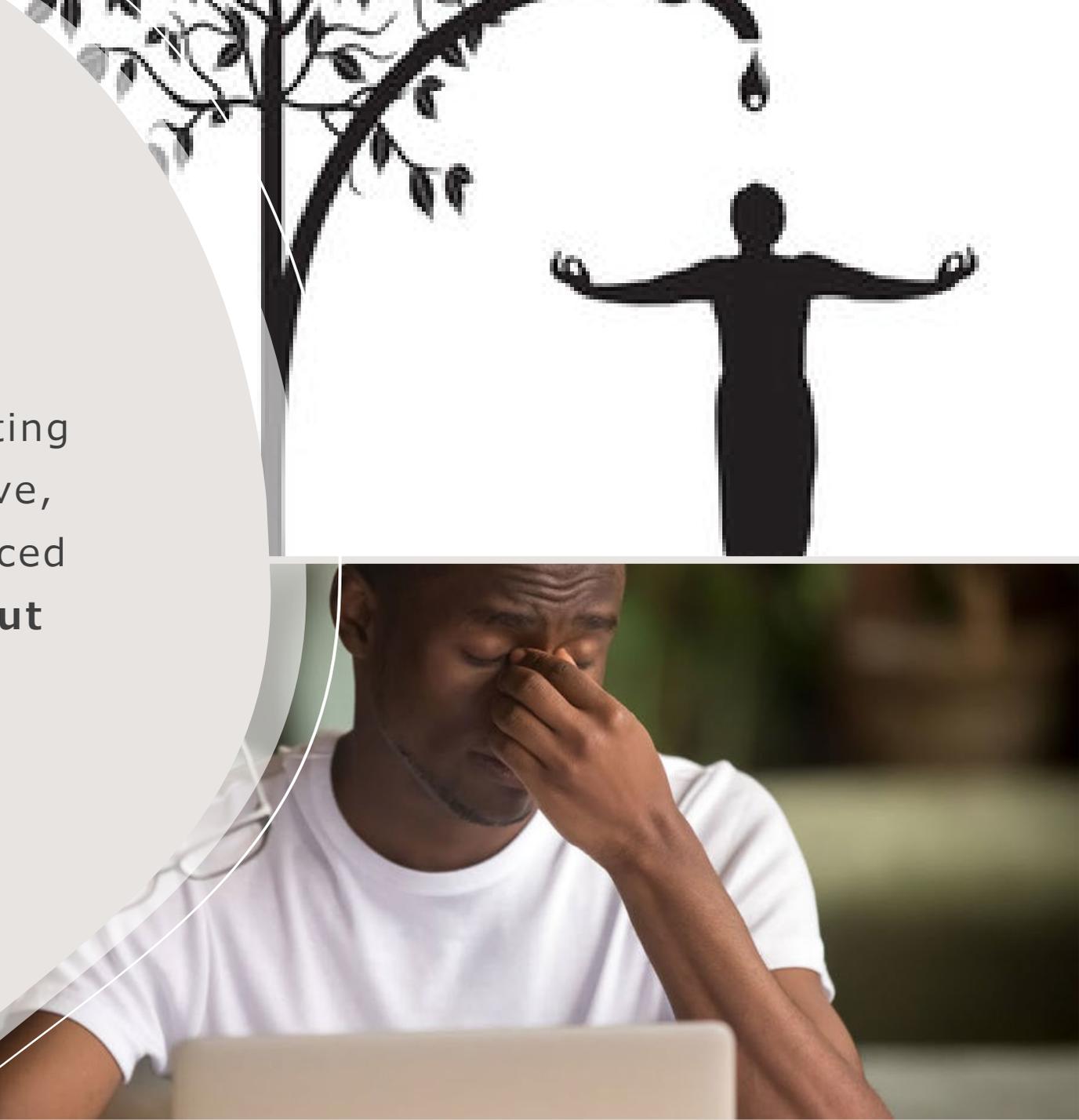




**Students are
Experiencing Record
Levels of Exhaustion
and Burnout**

Initial Findings

Our initial findings show that creating more engaging, active, collaborative, and fun projects is related to reduced **emotional exhaustion** and **burnout** and increased **flourishing**, **satisfaction**, and **innovation**.

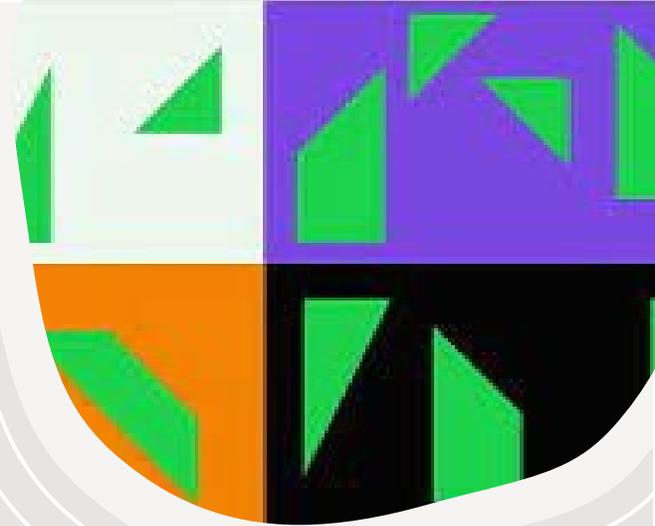




Draw Toast Exercise



Everest Simulation



Broken Squares Exercise

**Here are some fun
exercises I use**



Lost at Sea Exercise



Podcasts, Films, and Videos



One Word Sentence Exercise

**Here are some
more...**



Marshmallow Tower Exercise

Question

True or False? Fun has the potential to bomb in the classroom.

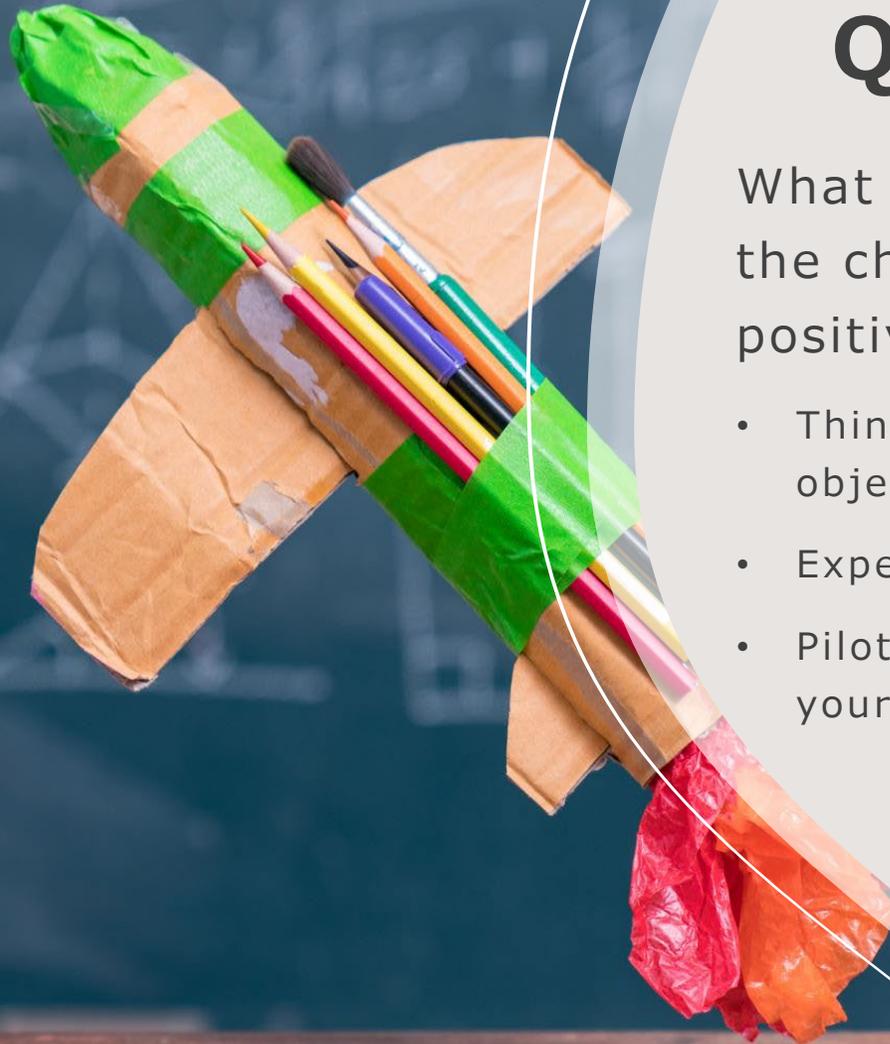
How...

Lose control of the class

Lacks a learning objective

Doesn't go off as intended

Students think it's ridiculous



Question

What can be done to improve the chances of fun having a positive impact?

- Think about the learning objective
- Experiment a bit
- Pilot test before building into your class

thankS