

After the game experiences were reflected and conclusions were drawn from it, you should actively experiment with what you have learned. This can be the basis for new experiences with interactive digital devices.

MG 6a: Guide to support active experimentation

There are many different options for implementing this phase of the workshop. It is important that the participants try to use the knowledge discussed earlier in the reflection and abstraction phases. How this can be done depends on the actual learning experiences and needs of the participants. The following guide is intended as an orientation to assist the experiment.

1. Invite the participants to experiment with the tablet on their own.
2. Point out the previously discussed insights and give the recommendation to consciously use what you have learned.
3. However, share with the participants exactly what they are doing with the tablet. Some possibilities are listed below. This list should provide you with ideas if the participants demand suggestions for the further experimentation phase:
 - Play the previously played game as independently as possible again.
 - Play another game from the previously selected column (MG_P 1b).
 - Select a game from the next column (MG_P 1b) and implement the tasks of the next stage (MG 3b). This is especially useful if the persistence in the previously selected level could lead to an under-demand.
 - Explore the tablet with the existing possibilities independently.
4. Provide only the support and guidance needed to enable a positive engagement with the tablet. Try to respond to the needs of the participants and the specific situations dynamically and individually.

This phase can then fluently return to the "MG 3 Play and Support" phase. Depending on the situation (time resources, wishes of the participants, ...), the described cycle can be run through again. Your observations and notes help to further diagnose the learning conditions in order to provide individualized support for further rounds or workshop appointments. The support levels (MG 3b) can be run through in the predefined order, they can also be tailored as individually as possible to the wishes and needs of the participants. However, the step model can give them an orientation for a possible support, which leads neither to an over- or under-demand.