



ROLE PLAY BASED MODEL

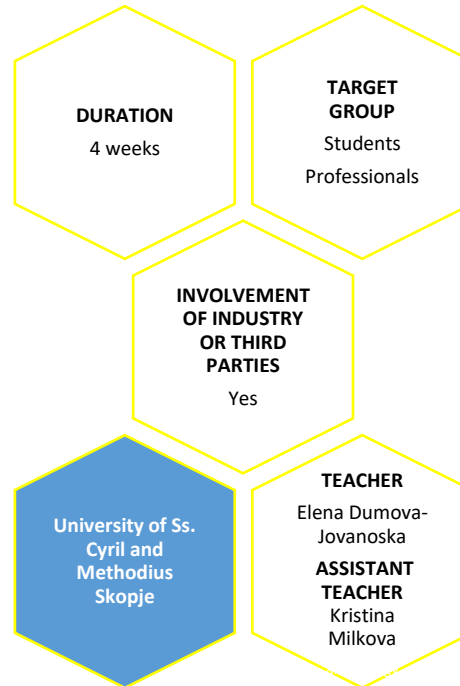
Description of the innovative teaching practice

Each participant in the course will get a randomly selected “anonymous teacher” from the rest of the course participants. Specific dates (depending on the material) will be appointed as testing days and each participant will have an assignment to create a test, define the grading points and afterwards grade the test of his appointed student. Specific dates will be marked as open discussion forums in which all the participants and the actual course teacher, as well as company representative, debate the results and questions. Participants will get points for creating the tests and at the same time for giving answers to a certain test they receive.

All participants will fill a questionnaire for the rest of the group on how each performed during discussion platforms. Each participant in the course will get a randomly selected “anonymous manager” from the rest of the course participants, who will have to appoint a case study previously prepared with a selected company. Specific dates will be marked as open discussion forums in which all the participants, the actual course teacher, as well as company representative debate the case studies. All participants will fill a questionnaire for the rest of the group on how each performed during discussion platforms.

Skills to be acquired/ improved:

- **Soft skills – People related skills:** direct impact on Communication and Interpersonal skills (i.e. via open discussion forums where tests and results are debated)
- **Hard skills – Conceptual/thinking skills:** direct impact on Analytic thinking, indirect impact on Decision making (i.e. enhance learning by evaluating colleagues work and understanding quality criteria; estimating points on quiz responses)
- **Business skills:** direct impact on Creativity/innovation (i.e. creating course quizzes and grading system) indirect impact on developing sense for managing (i.e. apply professional objectivity, recognition of quality levels in knowledge, practice responsibility)



Methods and techniques

- **Format** > Role play-based learning
- **Techniques completed with individual work:** problem solving, creation of quizzes and individual grading systems
- **Techniques completed in teams:** debate, demonstration
- **Available resources via e-learning platform:** articles, presentations, forum, trial quizzes

Methods for assessment and evaluation of the practice

Methods for assessment

Points achieved in 3 parts:

- evaluation received from the appointed student for the created quiz and grading system
- evaluation of the quiz he/she took from another “teacher”
- evaluation of participation in discussion forums received from the rest of the group

Methods for evaluation

Evaluation lists and feedback from students