

Law Liaison Tutor Visit: 5 February 2018

Emerging Pedagogies: Using Serious Games for the Purposes of Teaching Law

Dr. Paresh Kathrani

Westminster Law School

University of Westminster, London, UK

Email: p.kathrani@westminster.ac.uk Twitter: [@Pkathrani](https://twitter.com/Pkathrani)

Introduction

Dr Paresh Kathrani

Senior Lecturer in Law, Westminster Law
School, University of Westminster, London, UK

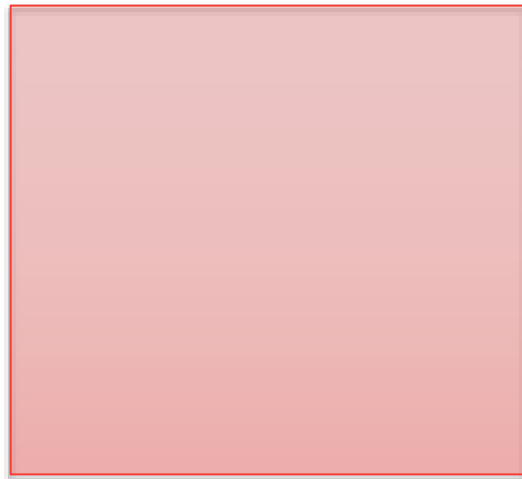
WIUT Liaison Tutor for Law

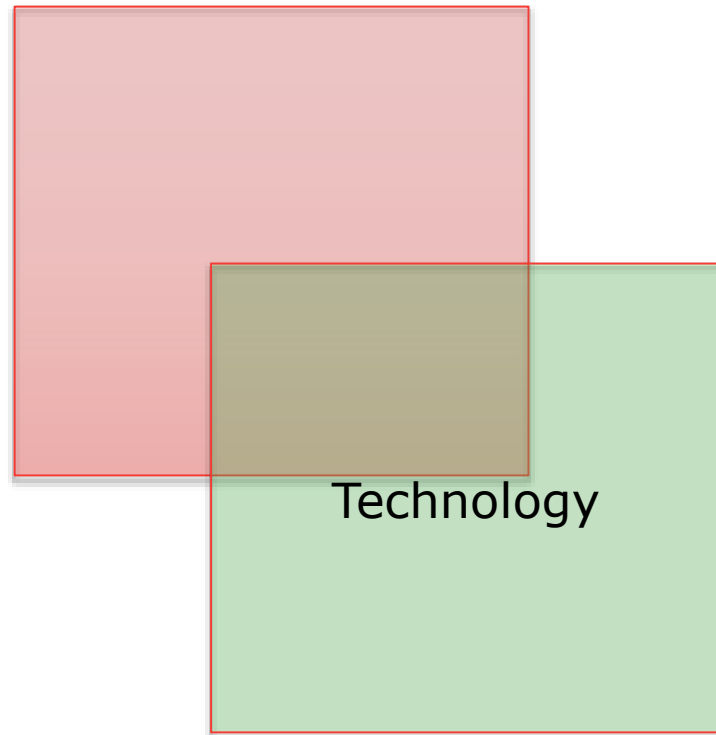
Module Leader of Criminal Law

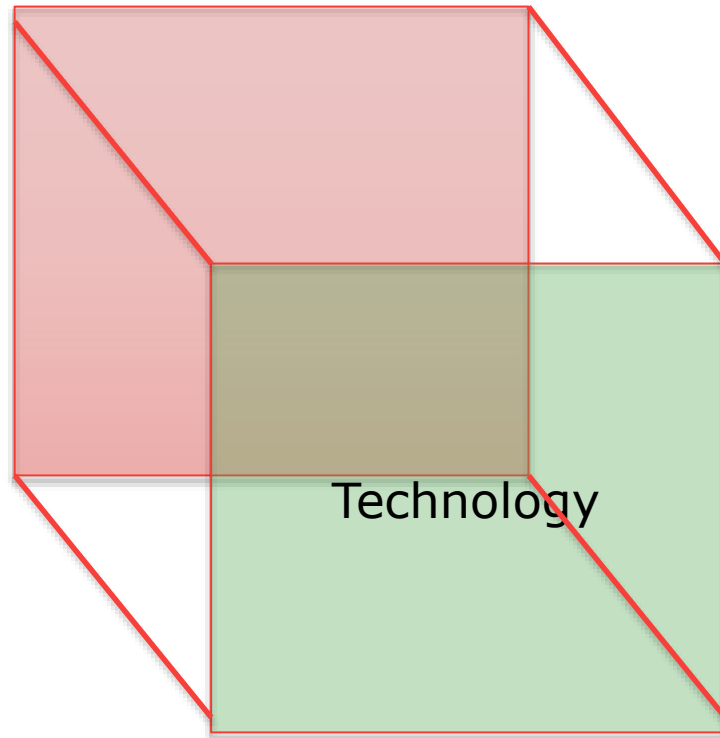
Next year: 21st Century Law...

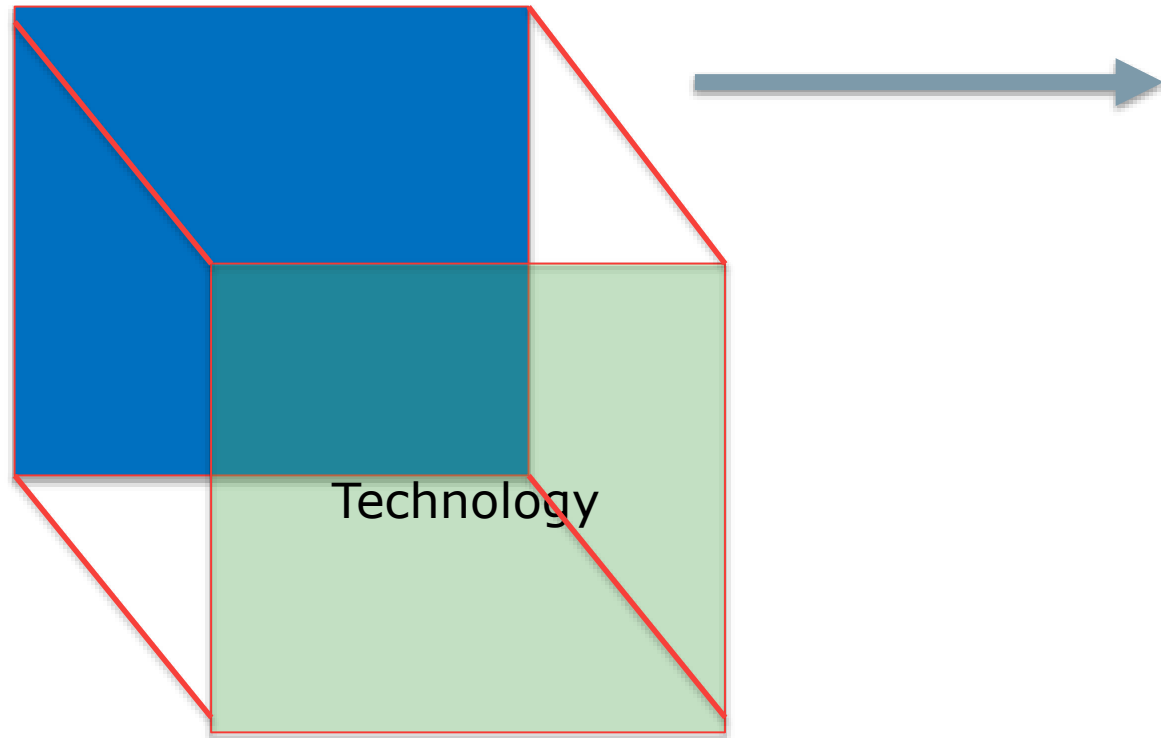
Research: Technology in the Legal Profession and in Legal Education...

Identities...









Legal Education...

Serious Games at Westminster (SG@W)

<https://www.westminster.ac.uk/serious-games-at-westminster-research-group>

Colleagues including:

- Vassiliki Bouki (Computer Science)
- Daphne Economou (Computer Science)
- Markos Mentzelopoulos (Computer Science)
- Frands Pedersen (Politics and International Relations)

Criminal Law...

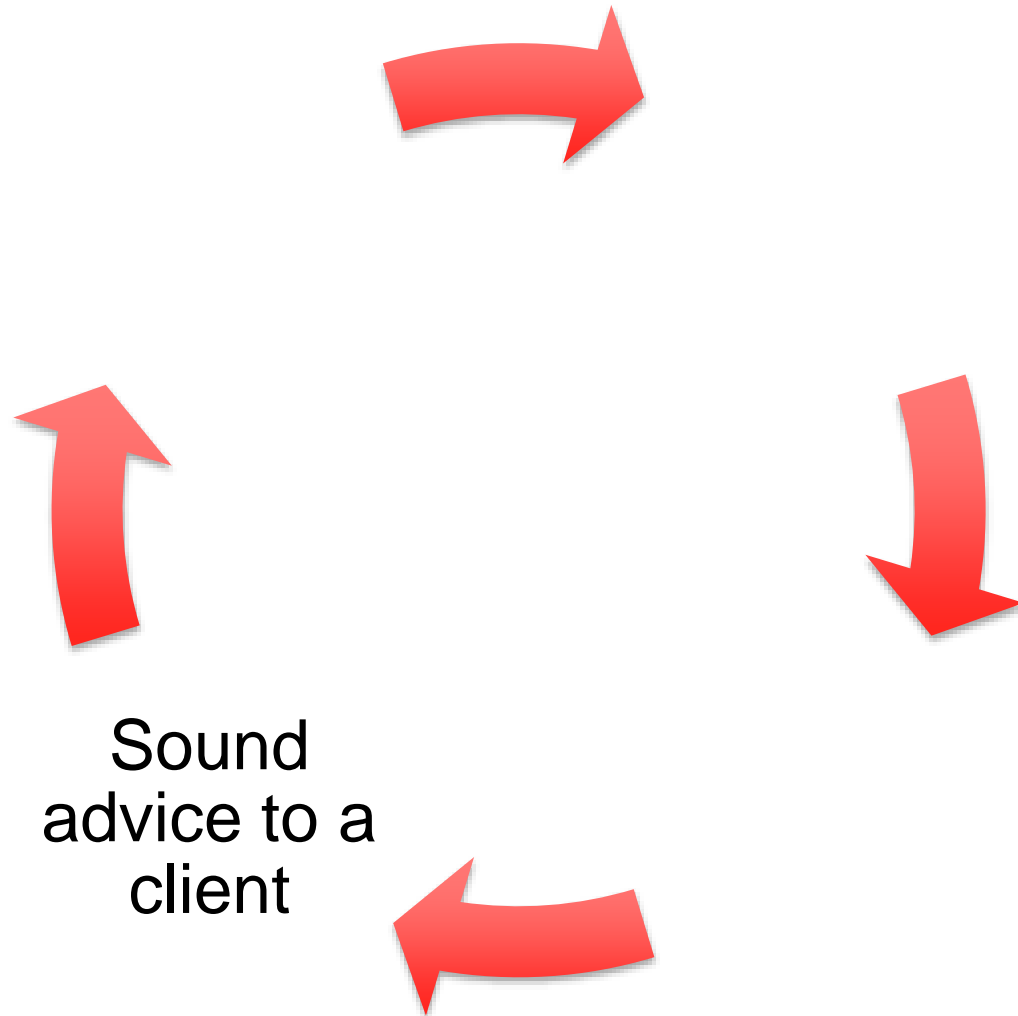
Learning Outcomes

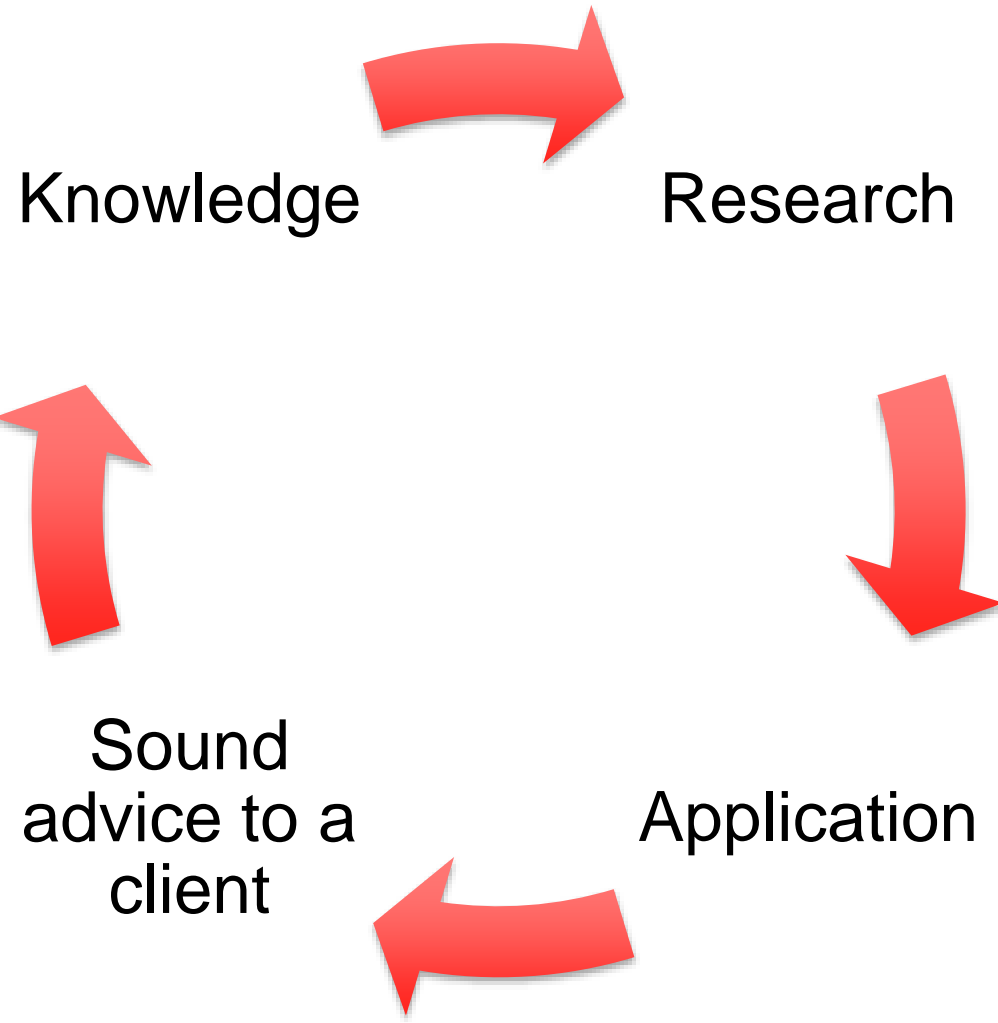
Learning Outcomes of Criminal Law, including:

- A broad understanding of the **knowledge base**...
- The ability to **apply** the legal knowledge of Criminal Law to solve legal problems
- A **research strategy** that encompasses the identification and selection of a range of authoritative and reliable materials
- Effective **communication** of outcomes...

Etc

Core Skills...





Written Problem Question

- Law
- Read, arrange and absorb the facts
- Legal reasoning
- Judgement and advice

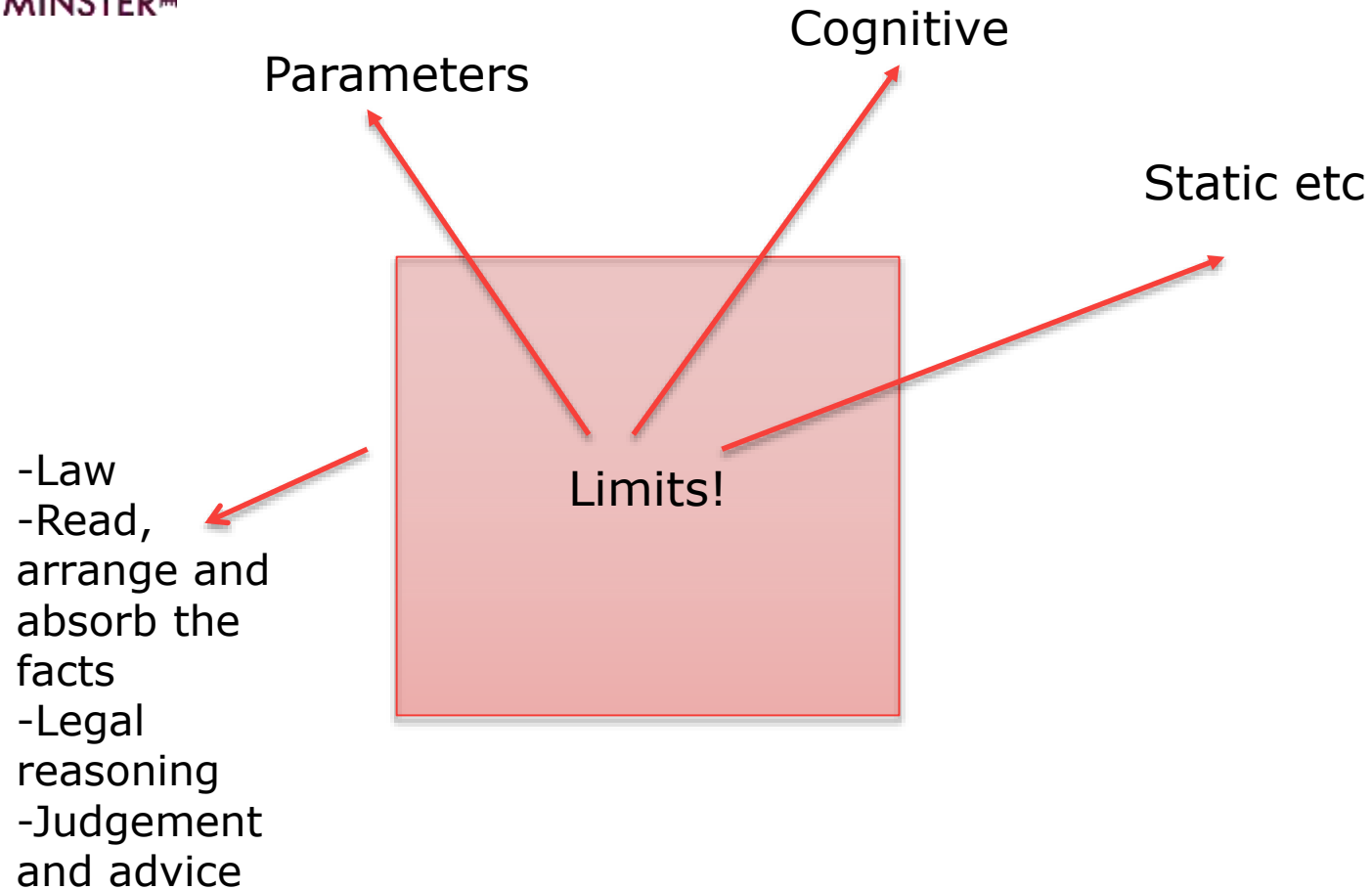


Written
Problem
Question

- Law
- Read, arrange and absorb the facts
- Legal reasoning
- Judgement and advice

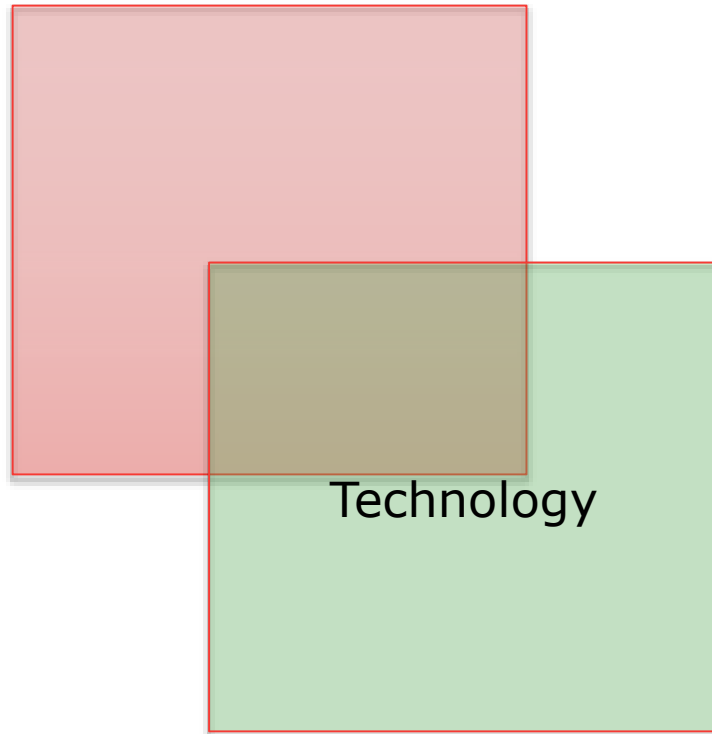


Limits!

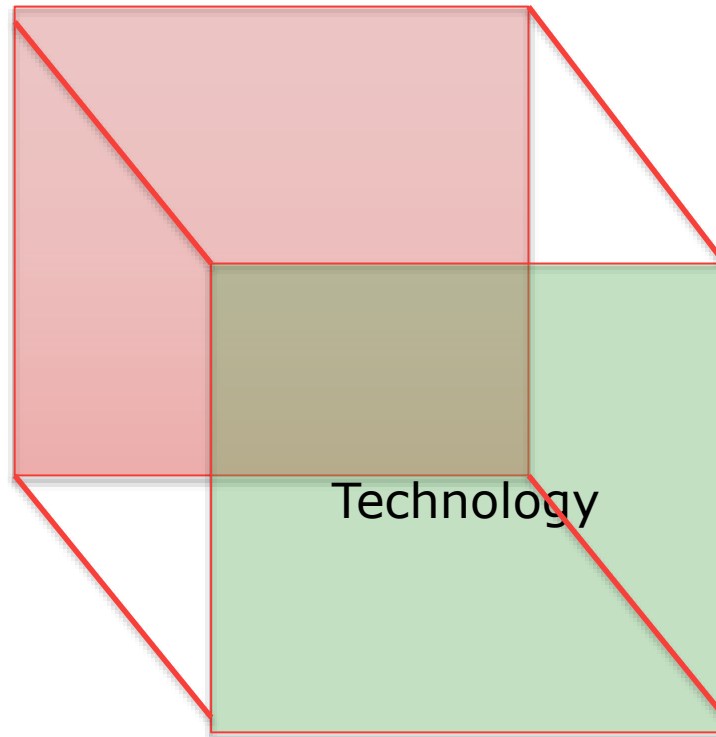


Skateboards!!

- Law
- Read, arrange and absorb the facts
- Legal reasoning
- Judgement and advice



- Law
- Read, arrange and absorb the facts
- Legal reasoning
- Judgement and advice



Computer Games!

Three Games...



By Vassiliki Bouki, Daphne Economou and Paresh Kathrani

The screenshot shows a digital interface for a legal simulation. At the top, the University of Westminster logo is displayed. Below it, the title 'Case 1: Law of Murder' is centered. The main text explains that the simulation is for law students and involves a murder case. It mentions that users will play through a series of games to advise the accused. At the bottom, there are three character avatars (a woman, a man, and a woman) with a 'Click on your team' instruction and a curved arrow pointing to them. To the right, there is a large orange arrow pointing right and a list of names: '1. Heidi Stange, Implementation, Development/Programmer', '2. Christos Tsingis', and '3. Kalliope Tsouka, Law Lecturer'.

University of Westminster

Case 1: Law of Murder

This simulation is only for the use of Law students at Westminster Law School.

This case involves two men. One of them shot the man and applied the law of murder in order to answer the question: "is this murder"???

Over the next few slides, you will be provided with a series of games, which will take you through the law of murder, the accused and more on, in order to advise the accused. You will be awarded points for some of these games.

Click on your team

1. Heidi Stange, Implementation, Development/Programmer
2. Christos Tsingis
3. Kalliope Tsouka, Law Lecturer

By Vassiliki Bouki, Daphne Economou and Paresh Kathrani

- Experimentation with gamified solution
Law of murder

The "story" is about two friends: Alf and Bob. After an argument Alf makes an action that results in Bob's death.

- Preparation**

- Students are given the first and the last in a series of events and they are asked to fill the gaps.
- They are asked to write down their own answers and then compare them with the correct answer.
- After that they are given the full events (in a format of a comic story).



Drag and Drop & Cognition



Identify which element of the law falls to which category ('actus reus' and 'mens rea'). Drag and drop phrases to the correct category. If you drop an element out of the dropping areas, it returns automatically to its initial position. You get **4 points** for each correct decision.

Gamified
Elements

Cognitive
Processes

If A does an act or omission which causes the death of B, a human being, under the Queen's peace, having had an intention to kill or to cause grievous bodily harm, then A is guilty of murder.

Actus Reus	Mens Rea
Under Queen's peace	Intention to kill or cause grievous bodily harm.

TOTAL: 31

✓ Done!

Question points

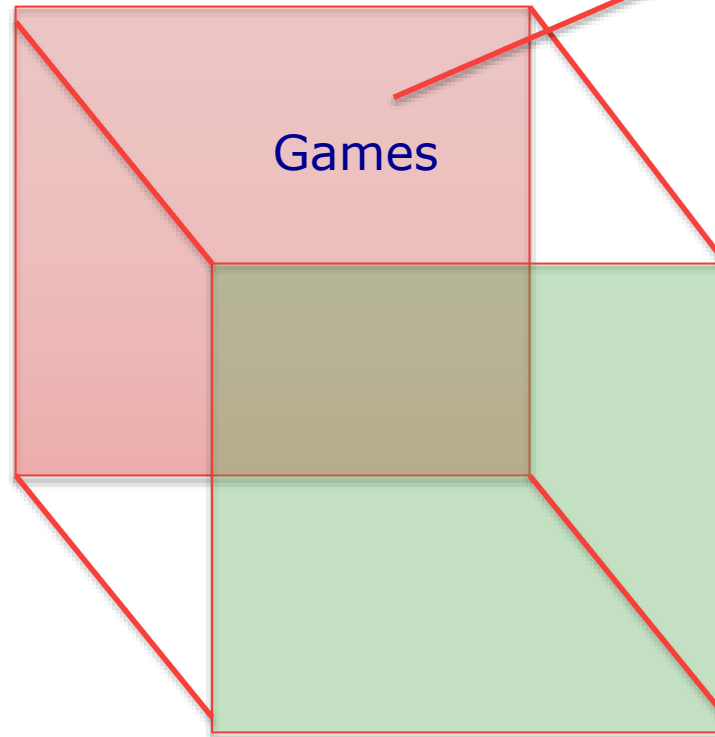


By Paresh Kathrani, Markos
Mentzelopoulos, James
Parrish

Augmented Reality

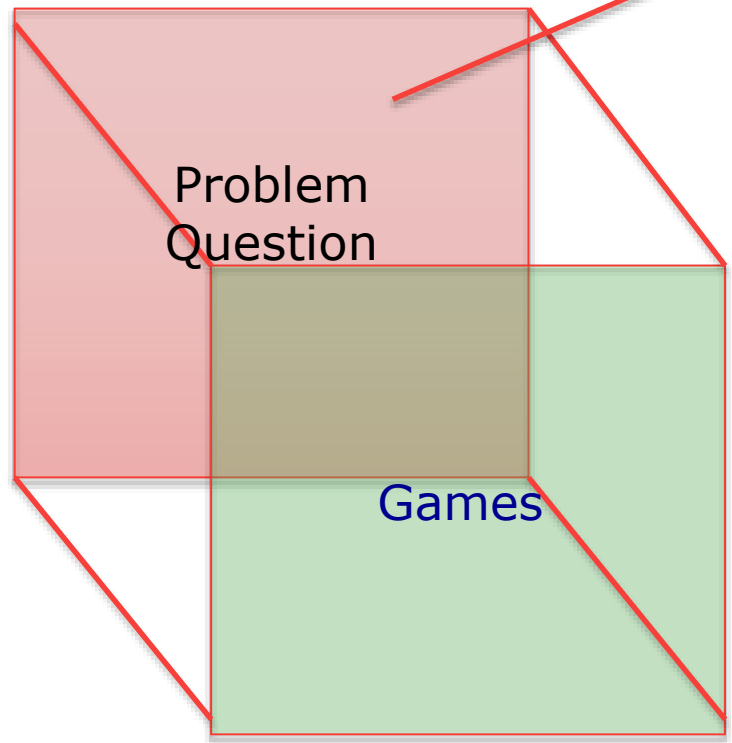
Artificial Intelligence

Benefits???



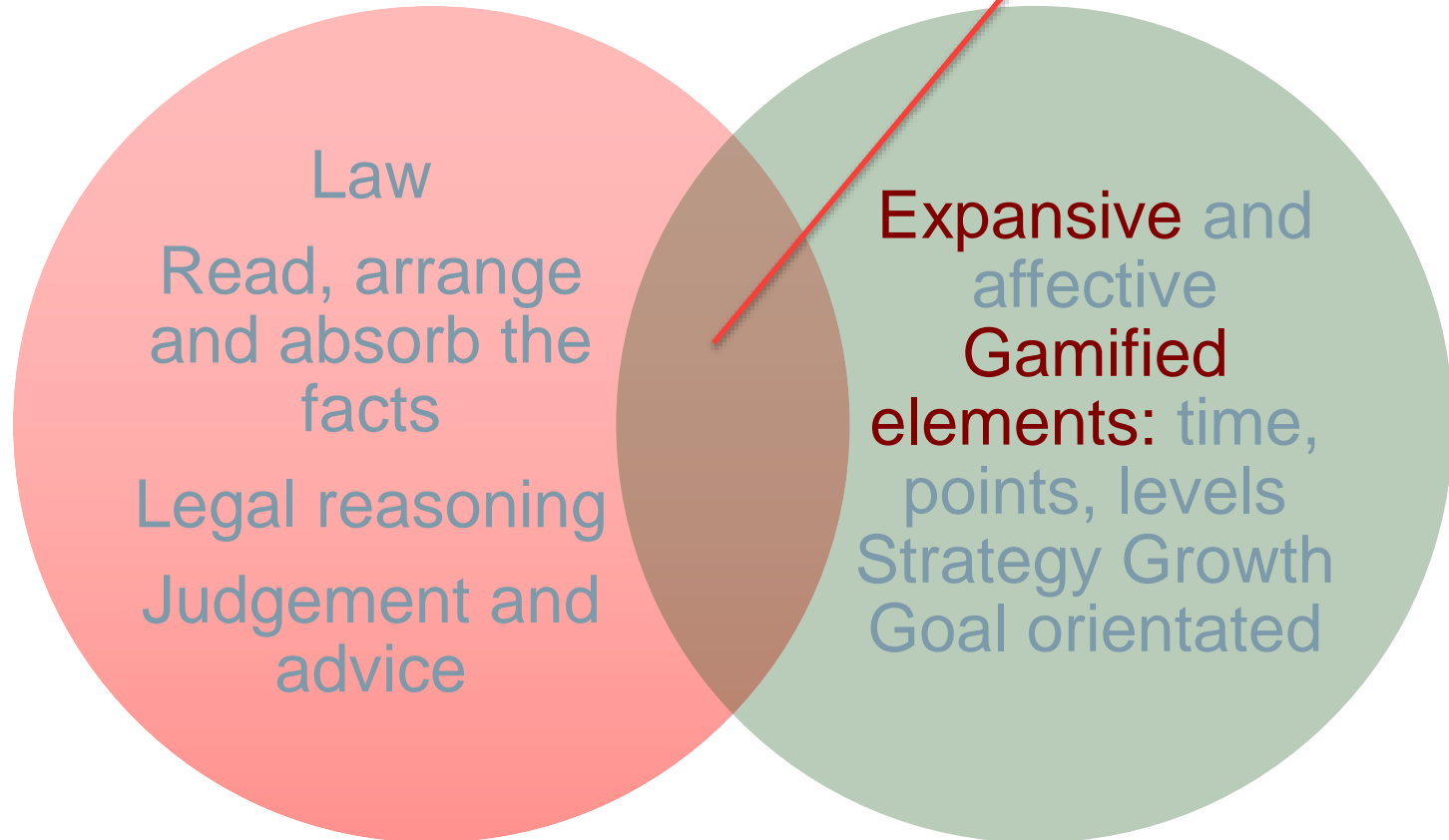
- **Expansive and affective**
- **Gamified elements:**
time, points, levels
- **Strategy**
- **Growth**
- **Goal orientated**

- **Expansive and affective**
- **Gamified elements:**
time, points, levels
- **Strategy**
- **Growth**
- **Goal orientated**



- Law
- Read, arrange and absorb the facts
- Legal reasoning
- Judgement and advice

Learning Outcomes

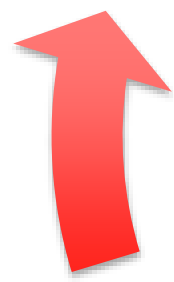
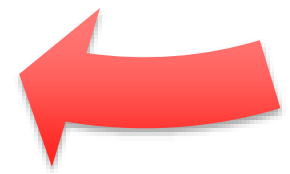


Knowledge

Research

Sound
advice to a
client

Application



Three law games

National and International Media

Professional Bodies

More games
planned, especially
augmented reality

Artificial Intelligence

Immerseive Reality

Thank you

Questions