ThinkFun Education Programs

Our ThinkFun Education programs create an environment that is conducive to deep learning, because our games naturally resonate with this facet of the human experience. People love the emotional feelings that come from solving a tricky but satisfying puzzle... it's genuine play!

ThinkFun has the opportunity to develop a world class educational platform, using games and play systems, to teach thinking and creativity skills at the broadest level.

We are thrilled to partner with BVPS and to build out a customized version of our Education program that is specifically designed to meet your needs. We are equally excited to gain from your insights and evaluations of our overall ThinkFun program ideas!

We are in process now with a set of tasks that are necessary for the ThinkFun Education system to meet our objectives. These include:

1) Develop a world class set of puzzles and games, with wide variety and styles of play, that can fully engage a broad audience of players over a long period of time. We are very fortunate to be very strong in this department, research and development here is ongoing.

2) Build from our "Beginner to Expert" challenge card system to create distinct levels of play, and develop an intentional, articulated system to graduate players from one level to the next. This will require new challenges and new ways to deliver them.

3) Develop incentive systems to help direct player behaviors in desired directions. Incentives are not a goal in themselves – the games should be popular without them. Rather, incentives can help to shape the playing experience to deliver specific modeling and teaching lessons, such as teaching general cooperation skills. When done well, they can really add to the playfulness and fun of the program.

4) We need to explain each game in simple, straightforward terms that meets the direct needs of all our specific audiences. This to include holistic training for team managers along with rules and "how to" training for players.

5) Build in new game rules and play patterns to create group dynamics and develop platforms to practice communication and collaboration skills. This

should be grounded in an understanding of what we want our objectives to actually be, to teach these skills effectively.

6) Construct teaching lessons, modeling exercises and other methods to help students understand how to generalize from their experiences in this program to challenges they face in other areas of school and in their larger life.

7) Use new media to create connections among the different ThinkFun learning communities and start sharing stories and building on each others' experiences. Manage this process actively, use Facebook and blogs, forward looking, and build out community structure to amplify our program mission goals.

8) Connect our story to larger modern trends, Partnership for 21st Century Skills, The Bunge Cognitive Control and Development Lab, Carol Dweck, Daniel Pink, Laura Richardson, and partner with other like minded organizations.

We are already well on our way with many of these tasks, ThinkFun Game Club has been running successfully in schools for several years and the MBA program is also up and running at BVPS.

The promise ahead of us with this customized program is to develop a program that BVPS can adapt into MBA, that will meet and exceed the C2015 Student Outcome goals set by the Singapore MOE.