

Create Your Culture: Using Play to Enhance Engagement and Cultural Understanding
Elizabeth Peacock Archaeology & Anthropology, UW-La Crosse

It is often difficult for students to see the relevancy of large, lecture-based General Education courses to their post-graduation lives, especially for courses outside of their majors. This SoTL project focuses on how a wholeclass co-constructed game (Bovill 2020) can help students deepen their understanding of core concepts in an introductory anthropology course, as well as help students see the relevancy of an anthropological lens. Drawing upon the pedagogy of play (Forbes 2021), the “Create Your Culture” game becomes a third space for small group collaboration in a class of 70+ students. Students work together to create the beliefs, practices, norms, and values of their own unique culture, strengthening a sense of belonging (Felten & Lambert 2020) in the classroom as they apply course concepts. A modified Miville-Guzman Universality Diversity Scale (Fuentes et al. 2000; Fu et al. 2018) was used as a pre-/post-test of students’ attitudes towards differences.