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Background

- Student motivation and engagement are an ongoing challenge in the classroom
- Nontraditional methods (such as games) have been shown to serve as valuable teaching method (Kumar & Lightener, 2007)
- Encourages active learning, collaboration, and interactivity
- Students generally perceive games in the class room to be more positive than lectures (Kumar & Lightener, 2007)
- Why aren't they used more then?
 - Time consuming
 - Concern for student resistance
 - Classroom management

What Inspired AP Style Jenga?

- Perceived as a "boring" aspect of teaching PR and media writing
- Looking for a way to engage students, improve their knowledge of AP style rules
 implement in writing assignments
- Less lecturing, more interaction!

AP Style Jenga

- 1 Jenga set per group of 5 students
- 1 player: Question Master (rotates)
- Given Packet:

HOW TO Play:

- Rule sheet
- Question sheet
- Answer sheet
- "Cheat sheet" (for beginners)
- Players select pieces and answer the corresponding questions
 - If correct- keep piece
 - If wrong- place piece on top of stack
- The player with the most pieces by the time the tower falls wins