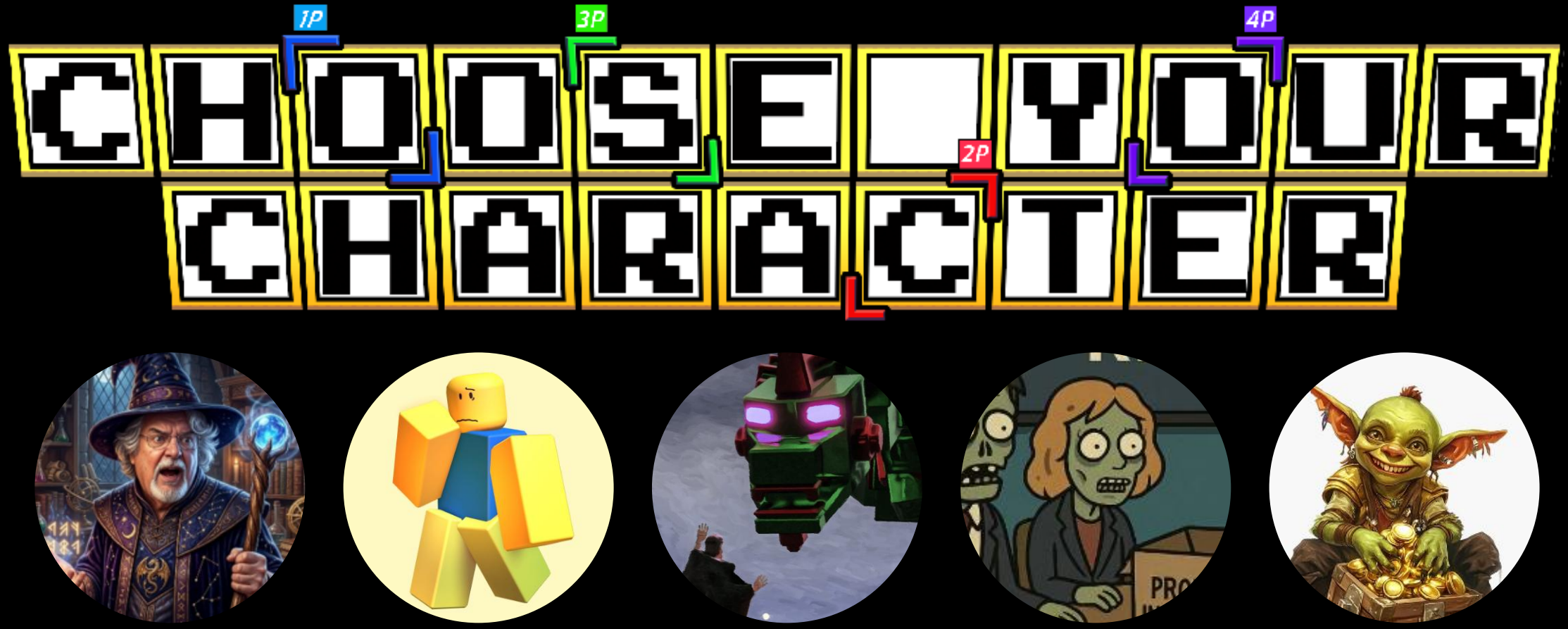


EXPERIENTIAL LEARNING & AI

Scrum Day Madison 2026

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WELCOME NEW PLAYERS!

THIS COULD'VE BEEN AN EMAIL!

- Being talked at (Passive Listening) overly taxes our mental capacity
- Shifts us into "Transcription mode" aka "playing catch-up"
- Promotes "fluency illusion."
- Active or Self-motivated information input (reading) is more effective in engaging the brain to review, process, and apply concepts



WHY GAMES?

- Failure is cheap, feedback is fast
- Constraints build creativity
- Reflection & Iteration are part of the game

“Tell me and I’ll forget; show me and I may remember; involve me and I’ll understand.” Xun Kuang, Confucian philosopher



HOW TO BUILD A LEARNING GAME

1. Pick one skill
2. Define the tone
3. Pick a game or make one up
4. Decide which rules will work for your players
5. Identify feedback & reflection mechanics
6. Practice & Iterate

"When you strip away the genre differences and the technological complexities, all games share four defining traits: a goal, rules, a feedback system, and voluntary participation." Jane McGonigal (2011)





AI MAKES GAMES BETTER

- **As a Games Master -** Failure happens in a private sandbox with an NPC that can react
- **As a Designer - C**onstraints are easier (and cheaper) to build and remove
- **As a Facilitator - D**ebriefs can be conversational, not transactional

FIDELITY ISN'T JUST AN INDICATOR OF EFFORT OR QUALITY; **IT'S A DIAL OF REALISM**



Abstract or Fantastical Concepts



True to Life Simulations

"Games reflect the culture of their creation." Mary Flanagan (2009)

WITH AI…

1. Pick one Skill – Helps the machine focus
2. Define the Fidelity – Part of the instructions,
3. Recommend a game or help design one
4. Decide which rules will work for your players
5. Build in feedback & reflection opportunities
6. Practice & Iterate

"When you strip away the genre differences and the technological complexities, all games share four defining traits: a goal, rules, a feedback system, and voluntary participation." Jane McGonigal (2011)



IT IS NOW THE PLAYER'S TURN.

In your groups, use the handout and your phone/laptop to build a game that practices one skill.
Play it, make one improvement, and play it again.

Side A: Madlib-style Prompt Pattern



Want to practice a conversation?
Fill in the poster, snap a photo, and the AI plays a character you practice with.

Side B: Ask AI to recommend a game



Want a surprise?
Tell the AI your skill and what's in the room, and it invents a game you play together.

ROLL FOR DEBRIEF



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COME PLAY WITH US!



REMEMBER

- The human reflection is the **loot** at the end of the game
- Focus on building the pattern, not the perfect prompt
- Inspect, Adapt, Iterate, and Enjoy