

Serious play in education for Social Justice: an Exploratory Study

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Introduction



Fair Battles → A Swiss education for social justice program

Main objective → To explore the emotional, cognitive, and behavioral impact of the program on the students of one class in a small high school in Switzerland.

Background

Fair Battles → it is an educational program to raise awareness amongst students in relation to **economic inequalities** and about the impact of their **consumer habits**.

it uses **Serious Play** to introduce the complex topic of worldwide economic connections in an amusing way.

Social Empathy

It is the ability to understand people when perceiving or experiencing their life circumstances.

Consequence → **Understanding inequalities.**

Fair Battles → it uses **learning by means of services** through the so-called **fair actions**

Small-scale projects chosen, planned, and carried out by the students themselves.



Methodology

Design → mixed methods.

Main question → What impact does the Fair Battles program have on the participant from a cognitive, behavioral, and emotional point of view?

Surveys → 16 students (15 and 16 years of age).

Interviews → 10 students (6 girls and 4 boys).

Data analyses → IBM's SPSS (qualitative).

→ template analyses (interviews)

Results

Reaction criteria → someone's affective reaction to a program.
Students → combination between fun and serious contents.

Learning criteria → the cognitive learning that took place during the program.

Students → + **working conditions** in the world,
+ **origin** of various consumer goods,
+ actions to **promote social justice**
+ Swiss legislation on **fair production**.

Behavior criteria → the impact of a program on participants' behavior.

Students
→ They spoke + about **fair production**.
Effort to promote fair production.
They bought + **fair trade products**.
They didn't buy unfairly-produced goods.

Results criteria → the results of the program.

Impact → - On students
- The class,
- The center
- Students' families.



Conclusions and recommendations

Conclusions

- **Fair Battles** has a positive emotional, cognitive, and behavioral impact.
- **Fun elements** need to be introduced so that students can become involved in **social justice issues in a playful way**.
- Education in social justice must be comprehensive (**emotional + cognitive + behavior + learning**).

Recommendations

1. **Teachers and activists** must talk to students about social justice and reach them at an **emotional and experimental level** by means of simulations, role play games, etc.
2. Creating a space for action and encouraging that action using **service-based learning**.
3. Including the whole **community**.
4. The most complex and dense topics can be approached with **fun elements**.

