

# Using Boardgames to Foster Critical Thinking and Communication Skills



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# Question

- **A couple already has two kids. I tell you one of them is a boy. What is the probability the other is a boy?**
  - **based on the Monty Hall Paradox**

# Answer

Re-read the question - the couple *\*already\** has two children. The question isn't asking what are the odds of their *\*next\** child being a boy.

Here are the four ways that the couple could have had their two kids (oldest kid listed first):

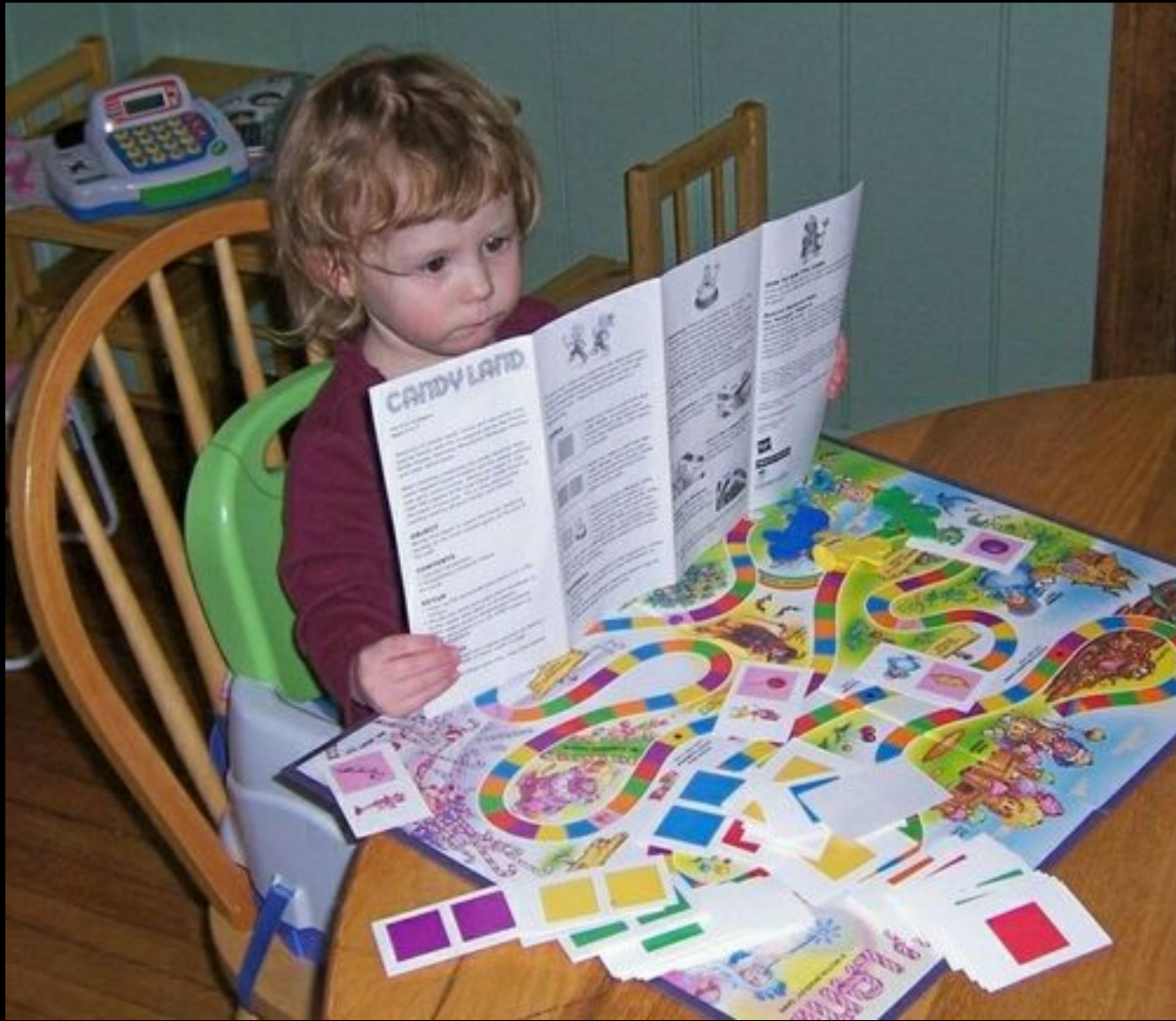
1) Boy/Boy, 2) Boy/Girl, 3) Girl/Boy, 4) Girl/Girl

As you can see, there are only three cases where the couple has at least one boy, and in two of those cases, the other child is a girl.

Only in one of the three cases where one child is a boy is the other child a boy as well.

The answer to your question is 33.33%

The problem most people fall into is forgetting that the "one boy/one girl" situation happens twice as often as either "two boys" or "two girls".



Piaget's levels of cognitive development were developed by observing children playing games and asking them about rules.

# Social Collaboration

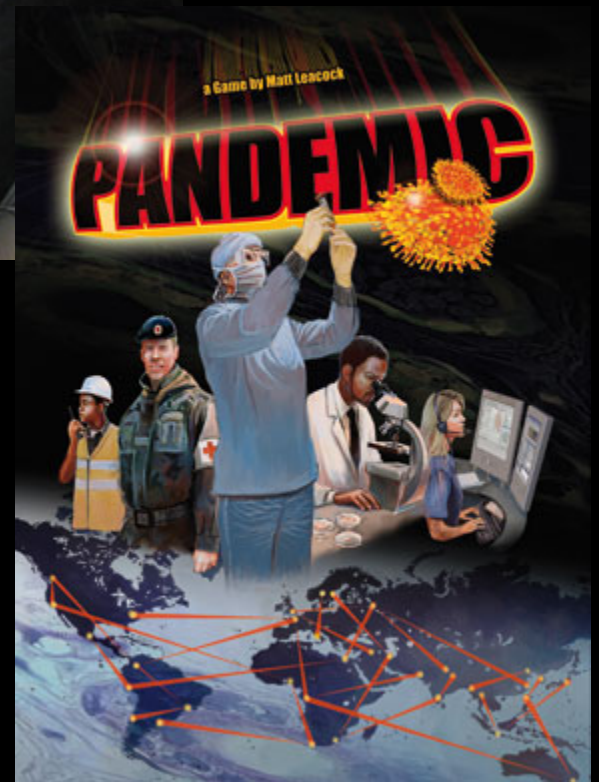
- In competitive games, gamers work within a well defined set of rules and a undefined but ever present “metagame” social construct (e.g., Prisoner’s Dilemma – explained next slide).
- Some games are specifically designed for cooperation (e.g., Pandemic – Slide 9).
- Many in the autistic spectrum find social interaction easier with games and symptoms of autism are diminished with more play.

# Prisoner's Dilemma

	Prisoner B Stays Silent	Prisoner B Betrays
Prisoner A Stays Silent	Each serves 6 months	Prisoner A: 10 years Prisoner B: goes free
Prisoner A Betrays	Prisoner A: goes free Prisoner B: 10 years	Each serves 5 years

# Coca-Cola's Dilemma

	Pepsi Holds Prices	Pepsi Drops Prices
Coca-Cola Holds Prices	Each maintain profits	Coca-Cola: < Market share Pepsi: > Market share
Coca-Cola Drops Prices	Coca-Cola: > Market share Pepsi: < Market share	Both lose market share







Students that haven't worked with their hands had a much harder time problem solving.

# Emotional Education

- Educators are currently too focused *(or are forced into such a focus)* on curriculum excellence.
- Emotional Education is a continuous learning process which everyone makes throughout their lifetime, starting from the youngest moments developing appropriate skills and intelligence for dealing with their inner (self-esteem/confidence) and outer (communication skills) surroundings.

# Human Development

- Research shows that social and emotional development plays an important part in children's academic success and health.
- Unlike IQ, emotional competence can be nurtured and developed, and is a key factor in physical and mental health, social competence, academic achievement and other aspects in the personal and social development of children and young people.

# Why games after school or in the classroom?

- Playing games after school or in the classroom can teach students how to have (and maintain) a better attitude, motivation and social skills.
- Playing games will teach students to deal with feelings, identify needs, formulate demands, listen and communicate efficiently, take responsibility, and think creatively and positively.

# Why games in the classroom, cont.

- Playing games can also build up self-esteem and teach individuals to act with assertiveness.
- Lastly, playing games can teach students how to deal creatively with conflict situations and develop a stronger sense of identity.

# Thank you!

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