



## Keyword

Educational Technology, Active Learning, Business Game

## Introduction of research

In today's diversifying needs, there is a strong need to generate new ideas and connect them to new products and experiences. In order to capture the needs of society and generate timely output, it is essential not only to improve individual thinking skills but also to have skills that enable the entire team to cooperate and collect wisdom. The key to improving these skills is how we can cooperate and deepen our thinking through dialogue. I am examining tools and desirable environments that promote thought and dialogue in both verbal and non-verbal communication.

## Design for activation of group work

How can we devise ways to revitalize discussions in group work and class discussions? I am researching the design of dialogues for participants to express their opinions clearly and actively exchange opinions. In particular, I am working on designing dialogues that are useful for active learning.



I am researching the design of classes for students to think for themselves and actively repeat the output. I consider both verbal and non-verbal approaches that teachers should take to elicit spontaneous speech from class, and incorporate them into my classes. (Discussion in a logical thinking)

## Visualization of learning

Education such as design thinking, which is learned through exercises and presentations, is characterized by a large barrier between "understanding" and "being able to do it". Techniques such as simple memorization are less effective and require structuring of learning and manners. Therefore, it is difficult to measure proficiency using conventional evaluation methods. I am working on developing a learning visualization method using mind mapping.

## Create a business game

In entrepreneurship education, it is essential to have an image of business and management in order to discover business opportunities and think of business ideas. I aim to incorporate gamification elements so that students can intuitively understand business-related knowledge, enjoy the fun of trial and error, and experience success. I am working on the development of business games that even beginners can easily understand profit and loss statements.

