

An innovative and interactive game playing approach to disseminate vital student support services information more effectively to international students, while simultaneously enhancing social engagement between international and domestic students and the broader community during Orientation Week.

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The International Office of Southern Cross University took part in a project to enhance the international student experience, funded by Australian Education International and supported by Universities Australia. The aim of this project was to design an innovative and interactive game playing approach to disseminate vital student support services information more effectively during Orientation Week using new and existing technologies, while simultaneously enhancing social engagement between international and domestic students and the broader community. The project team, **Robyn Cetinich, Jacky Zhang and Christine Martin**, have produced interactive resources and activities into the Orientation Week program to achieve this goal. These include *student story videos* that are presented at the beginning of information sessions and tell real student stories about issues and challenges they faced at university and how they dealt with these. A set of *case study scenarios* requiring students to solve problems or to choose appropriate actions have been designed to encourage small group discussion and decision making at the end of information sessions. A *Boarding Pass Challenge* has been implemented that requires students to complete a series of tasks designed to engage them with university support services and online facilities in practical and meaningful ways in order to have their boarding pass stamped. A number of *Blackboard online learning facilities*, including *Wikis, Blogs, and Online Quizzes & Surveys* have been utilised in the challenges in an attempt to familiarise students with these tools and build confidence in using them before commencing their studies. A *board game* titled 'Pathway to Success' has been designed to be played as one of the final challenges for the Boarding Pass Challenge. The game is designed to reinforce vital information students have learned throughout the week in an informal setting that encourages social networking and acts as a positive finale to Orientation Week.