

# YES WE CATAN!

## TEACHING AND LEARNING WITH SETTLERS OF CATAN

Honors Poster Presentation  
12.06.2020

Presented by: Erik Francois | Project Advisor: Susan Yager | Seminar TA: Emily Wilcox

### OBJECTIVES

- 1 Foster interdisciplinary discussion through weekly guest speakers from diverse academic backgrounds
- 2 Develop strategies for enhanced gameplay in Settlers of Catan
- 3 Establish a precedent of utilizing board games for classroom learning

### BACKGROUND

- From its humble origins in Klaus Teuber's German workshop in 1995, Settlers of Catan has become a worldwide sensation. Settlers of Catan is a multiplayer board game in which players collect resources and build infrastructure in order to 'settle' the newly discovered island of Catan.
- Yes We Catan! Teaching and Learning with Settlers of Catan brings the board game to the classroom. Using the diverse themes presented in the game and discussing them in an academic setting, Catan becomes a springboard for engaging interdisciplinary discussion.

### METHOD

#### LOCATION

2206 Student Innovation Center

#### DELIVERY FORMAT

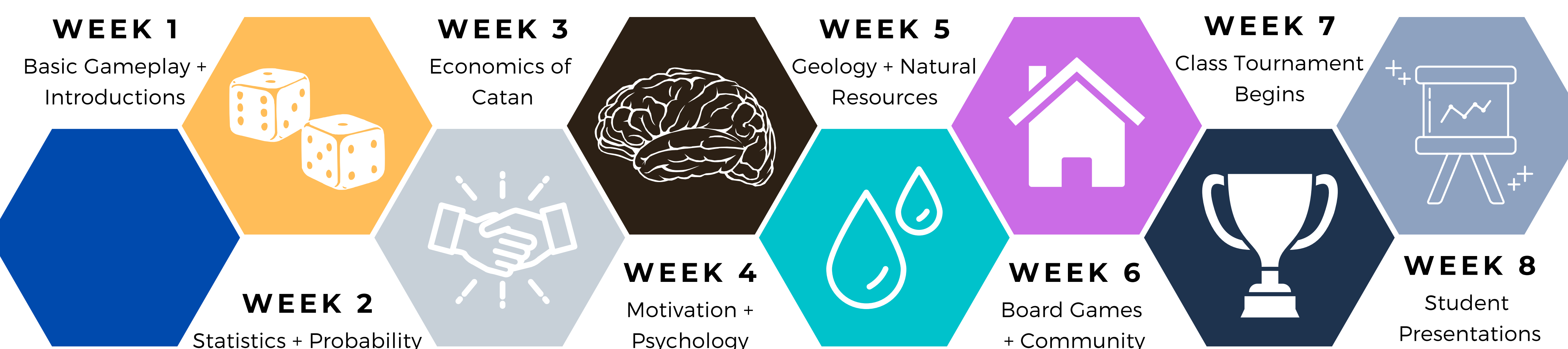
Two hour half-semester Honors Seminar

Guest Speaker (first hour) | Gameplay (second hour)

#### ENROLLMENT

17 honors students

#### SEMINAR SCHEDULE:



### RESULTS



#### GUEST SPEAKERS

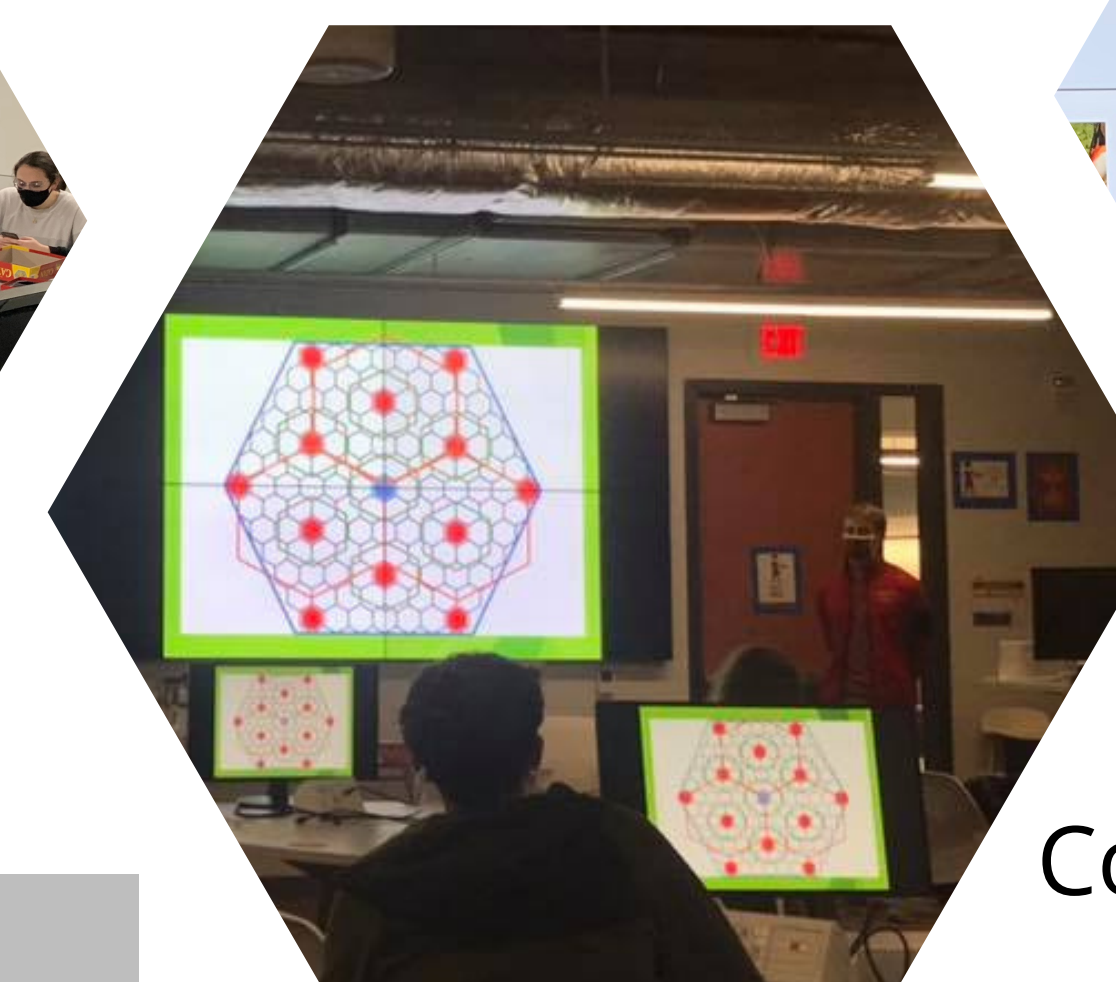
- Week 2 - Statistics and Probability (**Kevin Kasper** | ISU Department of Statistics)  
Week 3 - Economics of Catan (**Matthew Clancy** | ISU Department of Economics)  
Week 4 - Motivation + Psychology (**Robyn Long** | Baker University Department of Psychology)  
Week 5 - Geology + Natural Resources (**Aaron Wood** | ISU Department of Geology)  
Week 6 - Board Games and Community (**Rook Room** | Des Moines board game company)

#### STUDENT PRESENTATIONS

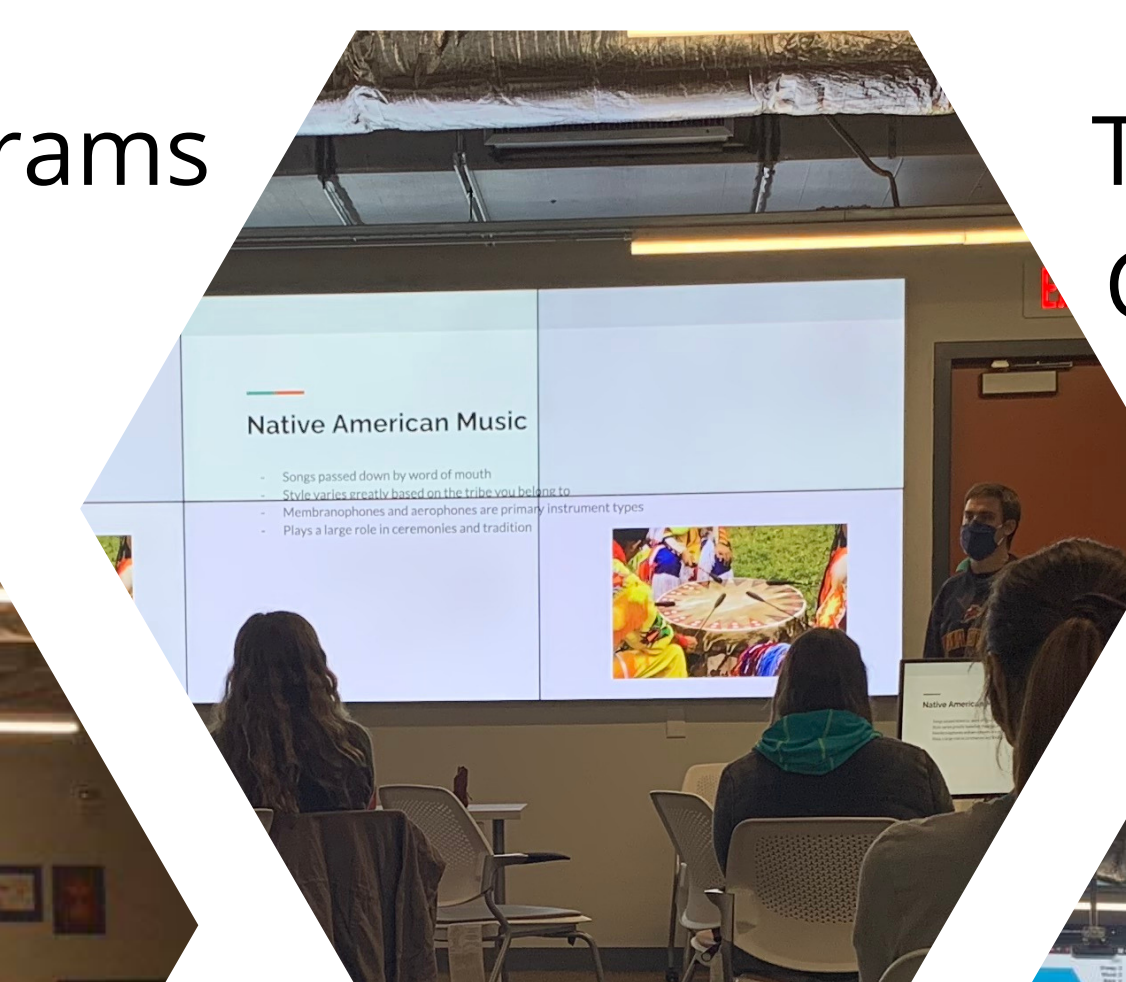
Each student presented a unique theme from Settlers of Catan *not* discussed in previous lectures. Highlights of selected themes are illustrated below:



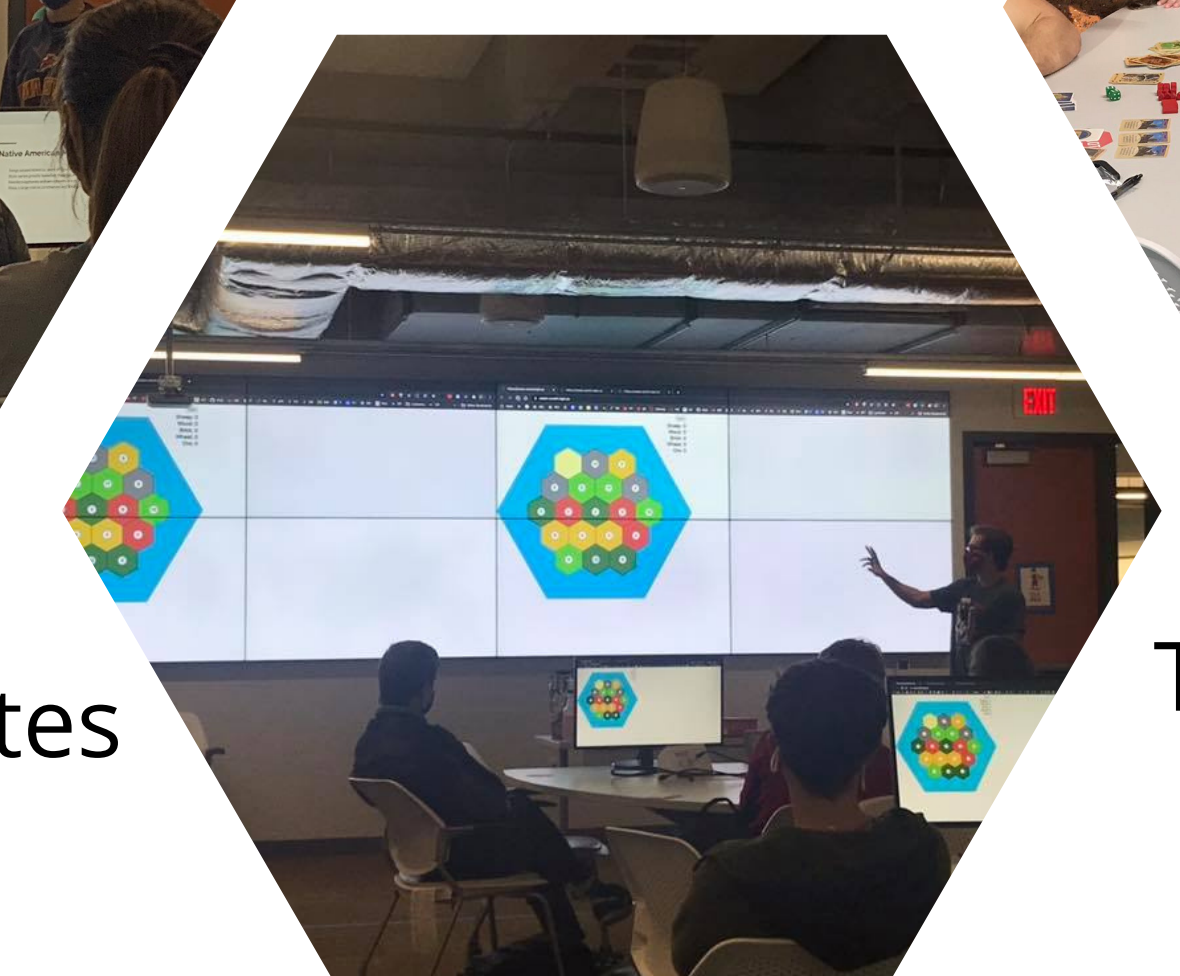
Digitalizing Catan - Programs Representing Catan



Music of the Colonial United States



The Next Generation: Gathering Resources in Space



The American Tree Farm System

#### FINAL TOURNAMENT

Using the Catan National Tournament format students competed throughout the semester and accumulated points. The top eight students faced-off in a tournament the final two weeks, and a class champion was crowned.

### CONCLUSIONS

- 1 Guest speakers provided academic enrichment in the five areas described in Results using Settlers of Catan as the springboard for topics and discussion.
- 2 Through guided lectures and game journal assignments students developed strategies for initial settlement placement and situational decision making skills for in-game scenarios.
- 3 Settlers of Catan established as a viable tool for classroom learning and method for discussing robust academic topics stemming from the board game's themes