Moblab for Teaching and Learning

Summary

Moblab brings games to life in the classroom, allowing students to experience games and markets – helping them to develop a deeper understanding and to bring new energy to the course. It gives students a way to fully engage in strategic thinking, and is integrated with Canvas. It features economics games and experiments for interactive teaching and learning.

Features

- Gamify learning experience
- Provides contents including teaching plans, data annotations and student notes, to help make adoption easy
- Connect thousands of students simultaneously
- Integrates with Canvas
- Includes Strategy, Game Theory, Principles of Economics, and Macroeconomics

Who can use it?

SOM teaching faculty, and students participating in classes which use Moblab

How much does it cost?

This service is available at $12.00 per student to the Yale School of Management community.

How do I get it?

Faculty members must follow some instructions to use Moblab. Our knowledge article on Getting Started for faculty will guide you through step by step. Students must also sign up to use Moblab, their instructions are in our knowledge base also. MobLab can be accessed on iPhone and Android devices for students only.

Related Policy and Procedures

- All users of Yale University computing and networking facilities are expected to read and abide by the Information Technology Appropriate Use Policy. For additional information, please familiarize yourself with the Policies and Procedures related to HIPAA Security.

Related Knowledge Articles

- MobLab: Getting Started for Instructors
- MobLab: Instructors - Creating Classes
- MobLab: Instructors - Enrolling Students into a Class
- MobLab: Instructors - Game Information
- MobLab: Instructors - Working with Playlists
- MobLab: Student Login from Canvas
- MobLab: Student Registration Through Canvas
- MobLab: Student Registration Through Web Browser