

EMERGING WORKPLACE HAZARDS: **Creating Adaptable and Innovative Safety and Health Training**

May 2–4, 2023 / Indianapolis, Indiana



WORKSHOP SESSION SUMMARY

POST-CONFERENCE PROCEEDINGS

1. Session Title and Presenter's Contact Information:

Workshop number and title:

(36) The HAZWOPER Challenge: Using Gamification to Teach Difficult Concepts

Presenter (s) Name: David Casavant and Carlos Olmeda

Presenter Organization: Sustainable Workplace Alliance

Presenter Email: david@sustainablewp.org

2. Workshop Summary:

Teaching OSHA's HAZWOPER standard can be an overwhelming task for both students and trainers, especially if the students are new to environmental, health and science topics.

Learn, Practice, Review (LPR) is a staple of adult learning framework, and has proven to be beneficial, but what does that actually look like? In this presentation we'll focus on the "review" portion of the LPR model, using Interactive Digital Media (IDM), to help the trainer maintain the student's attention and retain critical learning objectives.

IDM is a bridge technology that converts game-based activities to a powerful educational tool that challenges students with problem solving, conceptual reasoning and goal-oriented decisions. The gamification of the learning process exploits student interest in games for learning critical HAZWOPER concepts, and this will be demonstrated using the HAZWOPER Challenge, a trivia-based game.

3. Methods:

The presentation was "tag-teamed" by David Casavant, Principal Investigator and Carlos Olmeda, Lead Technical Trainer. This format allowed unique perspectives from both the PI and the Lead Trainer. This format also reduces the potential monotony of a single presenter as the two presenters have different presentation styles and the presentation is more conversational in nature. The downside to this presentation style is that the two presenters must spend extra time practicing the presentation so that the flow and pace of the presentation is appropriate.

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4. Main Points/Key Points Raised from Participants:

- Learn, Practice, Review (LPR) is a staple of adult learning framework
- Interactive Digital Media (IDM), is a tool to help the trainer maintain the student's attention and retain critical learning objectives
- SWA developed an IDM tool called the "HAZWOPER Challenge" (HAZMANIA.org) and that tool was demonstrated to the group assembled
- Participants were divided into two teams and the HAZWOPER Challenge game was demonstrated
- Participants and the presenters discussed ideas related to how this IDM tool could best be used when teaching difficult subjects.
- Other IDM tools and props were discussed by the group including "Kahoots" and Jeopardy-style trivia games used by trainers.

5. References:

The IDM tool that was demonstrated can be found at HAZMANIA.org

6. Workshop Handouts/Resources:

Not Applicable