Introductory speech courses in the CSU system require each student to perform several oral presentations to an audience. Cooperative learning only occurs when peers fully engage the learning environment through active listening.

Gamification can facilitate active listening during peer presentations and improve the classroom learning experience with methods like “Speech BINGO”, an activity that can be adapted across disciplines and speech formats.

At the end of this session, most students report feeling confident in their ability to listen and report substantial gains in independence, critical thinking, and respect for peers.