

## THE USAGE OF GAME-BASED DECISION-MAKING EXERCISES IN PREVENTING COLLISION AT SEA TRAININGS

Arş. Gör. Taha Talip Türkistanlı  
Dokuz Eylül Üniversitesi Denizcilik Fakültesi  
[taha.turkistanli@deu.edu.tr](mailto:taha.turkistanli@deu.edu.tr)

Dr. Öğretim Üyesi. Barış Kuleyin  
Dokuz Eylül Üniversitesi Denizcilik Fakültesi  
[baris.kuleyin@deu.edu.tr](mailto:baris.kuleyin@deu.edu.tr)

### Abstract

One of the duties of the navigation officers working on ships is to perform the safest maneuver to prevent two ships from colliding with each other following the rules defined under COLREGs. This study is aimed to examine the maritime officer candidates' perspectives towards a newly developed game-based decision-making exercise. This game-based decision-making exercise was consisted of eight different collision at sea scenarios, with several decision options and rule feedbacks for each scenario. This learning object was used on a voluntary basis by the 4th and 2nd year students (n=32) of the Dokuz Eylül University Maritime Faculty Maritime Transportation Engineering Department. The data of the study were collected with the "Learning Object Evaluation Scale" and verbal feedback from the participants. The majority of participants responded positively to "usability", "participation" and "perceived learning" factors. Findings show that the participants would use this practice in extra-curricular activities and that they want these practices to become more prevalent in maritime education.

**Keywords:** Maritime Education, Safety of Navigation, COLREGs, Game-based Learning, Decision Making Exercise.