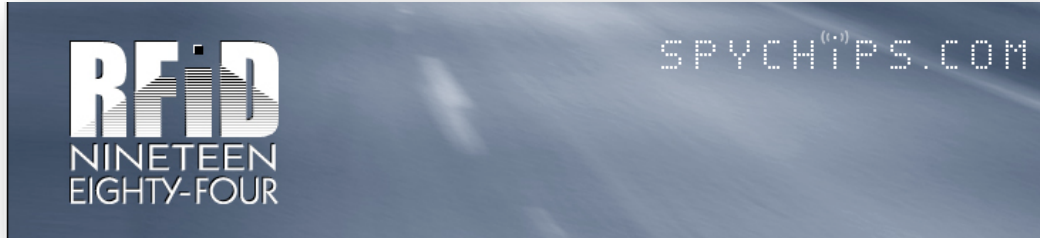


# Airport Security: RFID Technology Role Play

## KEYWORDS

**International Studies; IT Management: Blended learning; e-Learning; Reusability.**



## ABSTRACT

Participants engage in a role-based case study into the development of RFID technology through which they deepen their knowledge and understanding multiple influences on project management and implementation as well as developing their generic skills of research, problem solving and team work.

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## DESCRIPTION

The scenario revolves around the introduction of RFID technology to Sydney Airport and the various implications of the introduction of this technology. Students are assigned a role of an airline, airport or interest group and must research this organisation so that they can authentically respond to the issues from the perspective of their organisation. From here, participants interact with the other organisations in a role-play attempting to achieve an outcome to ensure the interests of their group are taken into consideration during the implementation of RFID.

## AUDIENCE/GROUP SIZE

The role-play activity is conducted over six weeks. It is undertaken in groups of four – each group with a specific role. Total group size of twenty eight although this is determined by the number of roles and could be expanded or reduced very easily.

## LEARNING OPPORTUNITIES

### Relevant learning objectives:

- Gather necessary information about the domain of the problem
- Knowledge and understanding of political, social, economic and environmental dimensions to decision-making in the context of complex issues.
- Skills of communication, research, critical thinking, negotiation and decision-making skills.
- Integration of skills into action: negotiation, computer literacy, problem solving and teamwork

## TIME AND SETTING

The Airport Security role-play is embedded as a 6-week activity within the second semester of IT Project Management, a year long subject within the Master of Information Technology Management within the Faculty of Infomatics at UOW.

## RESOURCES

- Scenario
- Role descriptions
- Online access to relevant RFID websites
- Peer review guide.
- Reflective report guide

## PROCESS

The role-play is conducted using the asynchronous discussion forum in a learning management site. The forum is anonymous and participating groups title their postings using their role name.

Participants are required to make a first posting which is a review of at least three websites relating to RFID technology. Once this has been completed (end of week two) the roles are allocated. The groups are provided with a scenario and the character/role they are to play. The roles are all based on actual companies and groups who have a stated stance, with supporting documentation, on the RFID technology. Participants then post a statement on their roles stance relating to RFID. During weeks four and five there is a “public forum” where participants respond to other statements.

In week six the participants have to write a reflective report which is broken into three parts;

- a. An overview of RFID technology and how it can be used in airports.
- b. Identification and analysis of the arguments and issues raised by the interest groups in the Sydney Airport role play. The analysis should be coherent and follow a logical order.
- c. Your recommendations as the Chief IT Project Manager for the proposed implementation plan for RFID technology at Sydney Airport.

## ASSESSMENT

Performance in the RFID Technology contributes 15% towards the formal course assessment mark.  
3% was allocated toward the analysis of the three individually selected websites  
5% was allocated for an accurate statement of the roles stance and the arguments provided  
7% was allocated for the final reflective report

## FACILITATOR ISSUES

The main roles of the facilitator are to establish credible roles and to undertake period checks of the discussion to ensure no illegal or discriminatory postings are being made and that equity principles are being maintained. The requirement for the individual to post their final negotiated outcome reduces the burden on the facilitator of having to read all postings.

## REUSABILITY

Scenarios and role descriptions are PDF files.  
The role-play can be used in educational settings or for company/industry specific educational purposes.

