

Game-Based Learning & Gamification >

Course for Teachers

ERASMUS +

ING. IDA VALACHOVÁ



Projekt: **ERASMUS+**

Názov projektu: **INŠPIROVANÍ EURÓPOU**

2022-1-SK01-KA122-SCH-000073897

Prijímatel grantu: **GYMNÁZIUM, Ul. 17. novembra 1180, 955 01 Topolčany**





Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
module 1	Introduction to the course and the external week activities	Why are games engaging and what can we learn from them;	Dynamics and Mechanics in games; Educational games;	Lecture on "Gamification" with case studies and examples;	Introduction to videogame-based learning and digital youth work with examples;	Cultural activities
	Break	Break	Break	Break	Break	
module 2 +	Icebreaker activities; presentations; needs and goals of participants	Interactive activities to explore learning in games; the theory of "fun".	Case study: how to adapt a successful game for educational purposes: "Pandemic" +	Values in Games (adopting Schwartz' theory of Basic Human Values);	(continuation) discussion	
	Break	Break	Break	Break	Break	
module 3 +	Introduction to the topic: games and learning	Introduction to game design and practical activity: developing "1 page games"	(continuation)	Groupwork: designing game based learning activities	Course evaluation: round up of acquired competences, feedback, and discussion. +	

Further information about the cultural activities are available on each location webpage.

Teacher Trainer: Carmine Rodi Falanga

STARTING THE COURSE

- The meeting location was at the "horse statue,, at *Wenceslas Square* metro station. Metro stops: Muzeum, Mustek.



Our work took place here:
Pronajem Klimentska
1443/50, Klimentská

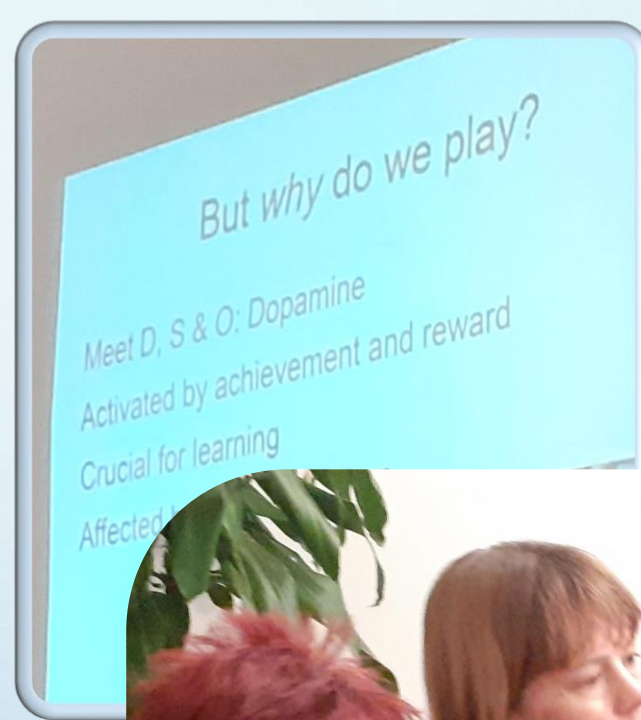
DAY 1 – COURSE INTRODUCTION & SETTING GOALS

- Introduction to the course
- the school, and the external week activities
- Icebreaker activities
- Identification of the needs and goals for each participant and relevant populations
- Presentations of the participants, their schools and the trainer



DAY 2- GAME DESIGN

- **Introduction to game design and the theory of “fun”:** Why are games engaging and what can we learn from them
- **Easy interactive games to explore learning in games**
- **Practical activity: developing “1 page games”**



DAY 3 - GAMES AND EDUCATION

- Dynamics and Mechanics in games
- Educational games
- Case study: how to adapt a successful game for educational purposes
- Groupwork: game design



DAY 4- GAME VALUES

- **Lecture on “Gamification” with case studies and examples**
- **Values in Games (adopting Schwartz’ theory of Basic Human Values)**
- **Groupwork: game design (continuation)**



DAY 5- VIDEOGAME -BASED LEARNING

- Introduction to videogame-based learning and digital youth work with examples
- Playtesting of the educational games developed by the group



DAY 6 - COURSE CLOSURE & EXCURSION

Course evaluation:

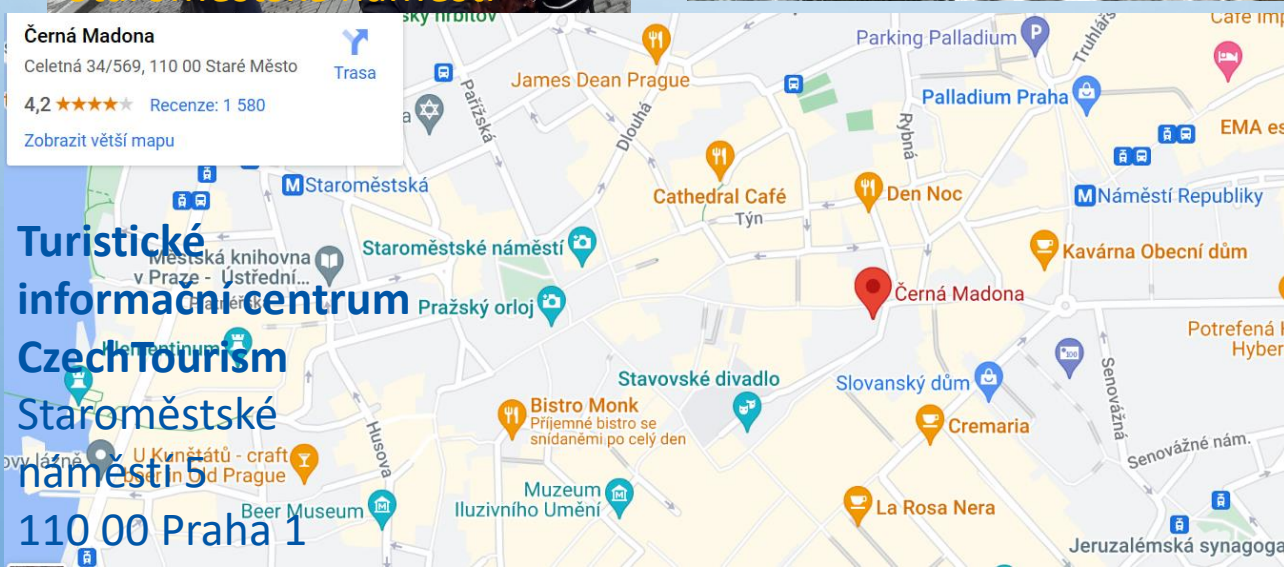
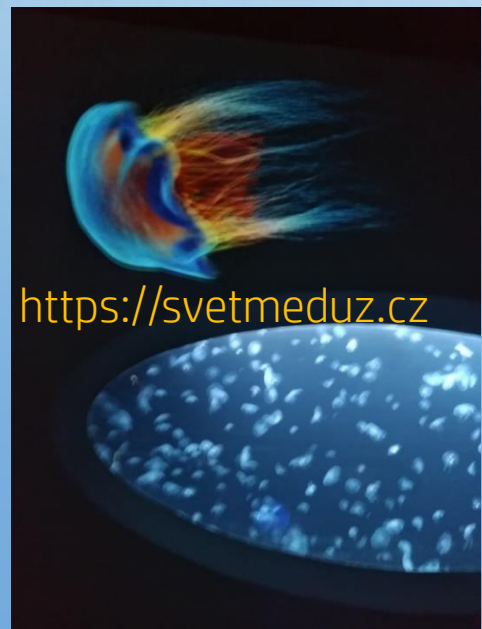
**round up of acquired competences,
feedback, and discussion**

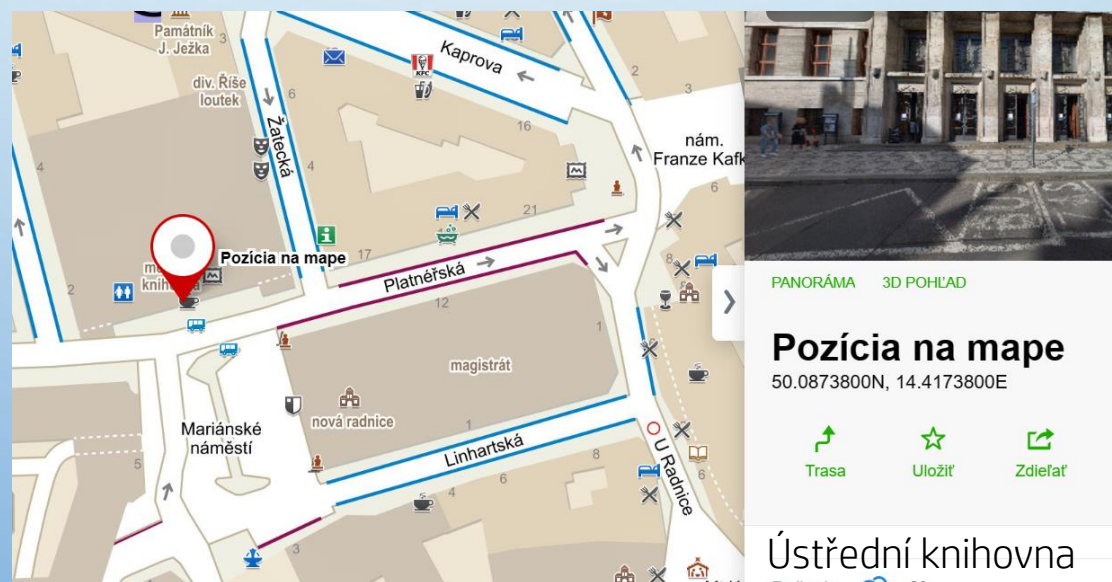
**Awarding of the course Certificate of
Attendance**

**Excursion and other external cultural
activities**



DAY 6 - COURSE CLOSURE & EXCURSION





THIS COURSE TAUGHT ME:

- **how to make educational activities more effective through the use of gamification- traditional games, role-playing games (RPGs), tabletop games, LEGO, digital and videogames, social and educational games**
- **how to provide designing a game - concept, design, prototype, playtest - from engineering, informatics, psychology, sociology, history, anthropology, communication ...**
- **how to make my educational games**
- **how to benefit from game design in my professional and daily life**



**THANK YOU FOR YOUR
ATTENTION !**