

GAME-BASED LEARNING AND GAMIFICATION

ERASMUS+ Course in Prague with International Training Center

Course Overview

Learning through Game-Based Learning (GBL) and games can significantly enhance good quality and effectiveness of education. Skills such as multitasking, critical thinking, risk taking and other 21st century skills can be developed in game-based environments. Learn to use open educational resources, gain new skills, create a sample lesson and learn how to implement GBL strategies into your lessons.

Each module covers different aspects of using GBL in education. Coursework will incorporate your existing knowledge and experience and provide helpful learning environment with a good mix of theoretical and practical knowledge. Skills needed for implementing GBL will be demonstrated and practiced in hands-on, collaborative way within an international group setting.

Course Methodology

Each module covers different aspects of using GBL in education. Coursework will incorporate your existing knowledge and experience and provide helpful learning environment with a good mix of theoretical and practical knowledge. Skills needed for implementing GBL will be demonstrated and practiced in hands-on, collaborative way within an international group setting.

Modules

Participants will work on the following modules:

Module 01 – Game-Based Learning and Gamification – Educational Practices Across Europe

Module 02 – Using Games and Game Strategies for Enhancing Learning.

Module 03 – Critical and Creative Thinking Through Games.

Module 04 – Finding Resources for Lessons

Module 05 – Using Mobile Devices to Support Learning

Module 08 – Online Simulation Games

Module 09 – Outdoor Games for Active Learning

Module 10 – Digital Storytelling

Module 11– Individual Projects, Presentation and Evaluation Guided City Tour

Detailed programme of the mobility period:

Monday, 14th of March

TIME	Activity
09:00 - 12:30	Registration; Game-Based Learning and Gamification – Educational Practices Across Europe
12:30 - 14:00	Lunch Break
14:00 –17:00	Guided City Tour

Tuesday, 15th of March

TIME	Activity
09:00 - 13:00	Using Games and Game Strategies for Enhancing Learning
13:00 - 14:00	Lunch Break
14:00 –16:30	Using Mobile Devices to Support Learning

Wednesday, 16th of March

TIME	Activity
09:00 - 13:00	Learning Coding Through Videogames; Online Simulation Games
13:00 - 14:00	Lunch Break
14:00 - 15:30	School Visit

Thursday, 17th of March

TIME	Activity
09:00 - 13:00	Using QR Codes; Outdoor Games for Active Learning; Digital Storytelling

Friday, 18th of March

TIME	Activity
09:00 - 12:00	Critical and Creative Thinking Through Games, Finding Resources for Lessons; Individual Projects, Presentation and Evaluation

Learning Outcomes

- Generate ready-to-use materials and practical ideas how to use current online digital applications to foster educational development in the field of GBL, promote universal access to education.
- Learn to motivate, guide and assess learners to reduce low achievement in key competences, develop relevant, high-level and innovative skills, enhance good quality of mainstream education.
- Support open educational resources (OER) and flexible learning environment in education, foster collaboration between educational sectors.
- Reinforce continual professional development, re-ignite lifelong learning strategies, build confidence in promoting game based strategies in education, promote pedagogies responsive to real world context.
- Meet colleagues of different nationalities within the EU, engage in cross-cultural learning experience, exchange ideas and build a network for future international cooperation.