Erasmus+ KA1 course ”Game-based Learning and Gamification”

Provisional program

Day 1: Cultural program (option) in the afternoon.
Welcome dinner, socialising.
Day 2: Gamification
09:00-10:30 Welcome and official opening. Getting to know each other, expectations.
Organisational issues. Short introduction to the methods and tools. Questions and suggestions, individual guidance and support.
11:00-13.00 What is gamification? Difference between games, game-based learning and gamification.
14:00-15:30 How to gamify an activity?
16:00-17:30 Gamification in E-learning
Day 3: Unplugged GBL
09:00-10.30 Role play activity. Engaging students with narrative
11:00-13:00 LEGO education
14:00-17:30 School visit
Day 4: Video GBL
09:00-10.30 Use of videogames in the classroom – history games
11:00-13:00 Use of videogames in the classroom – business simulators
14:00-15:30 Use of videogames in the classroom –language learning games
16:00-17:30 Minecraft Edu in classroom
Day 5: Serious game design
09:00-10.30 Process of Designing digital learning games. Ideas for a new game
11:00-13:00 Design of learning game concept
14:00-15:30 Teaching computer science through video games
16:00-17:30 Teaching computer science through video games - hands on session
Day 6: Mobile GBL
09:00-10:30 Importance of m-learning in gamification
11:00-13:00 Use of QR codes. Bring your classroom to life!
14:00-17:30 Mobile learning outdoor game - GPS art
Day 7:
Individual support: – help to concentrate on the personal favourite of course topics and contents, extra training for capabilities to work as

trainers and on implementing course ideas in education.
Individual work: online evaluation form, own report. Presentation of certificates, presenting follow-up activities.
Final session: Follow-up, networking. Closure.

Coffee/tea breaks 10:30 - 11:00, and 15:30 - 16:00.
Lunch 13.00 - 14:00.