



EUROPEAN TEACHERS ACADEMY

Course title:	Game based learning and Gamification
Course description:	<p>Most people play games for “fun”. But, really? And who can define what fun is?</p> <p>Games can be fun, but they are aksu much more than that. They have always been used to teach and learn: information, values, norms of behavior. The games we play are in fact very important educational tools: by playing them, future generations learn the skills that will shape their world.</p> <p>Learning about games and how they are made can be a very powerful asset in the curriculum of any professional in the fields of education and communication. Game design is a very complex discipline that draws from engineering, informatics, psychology, sociology, history, anthropology, communication science, arts and much more. Including game design elements in other areas of activity is a process called “gamification”, and it is now proven that it can have tremendous benefits, making our activities more engaging, rewarding and “fun”.</p> <p>The course will follow a very hands-on approach, combining elements of theory, group work and discussion – and experiential phases in which participants will have an opportunity to design their own games and learn from direct experience. The focus will be on social and educational games – plus, it will be fun!</p> <p>The program will cover topics like: LEGO, traditional games, role playing games (RPGs), table top games, digital and videogames.</p>
The objectives of the course:	<ol style="list-style-type: none"> 1. to learn about various types of games and their possible uses in education; 2. to acquire a working knowledge of principles and definitions of game design – and related topics (to name a few: reward mechanisms, activity loops, habit creation, theories of “fun” and engagement, immersive storytelling); 3. increase awareness and develop solution on how to include game design elements in educational work (“Gamification”); 4. to experience directly a complete process of designing an educational game as a group assignment, following the phases: concept – design – prototype – playtest.
Target groups:	Teachers, educators, youth workers, trainers, coaches, therapists, HR managers: any professional who works with other people as a teacher, guide, mentor, leader or counsellor.
Daily programme:	Depending on the group's experience, expectations and background, the program will include all or some of the following modules:

	<ol style="list-style-type: none"> 1. Avatar creation as a projection of self in a safe narrative space and as a tool for setting learning goals; 2. introduction to badge systems and how they work; 3. introduction to games – theory, categories of games, a bit of history; 4. developing simple games (1-page games); 5. introductory workshop with LEGO serious play; 6. introduction to gamification – including 10 easy tips for the gamification of an educational process; 7. advanced notions of gamification / including the darker, controversial aspects; 8. how games shape and are influenced by the values present in society; 9. how to develop games as tools to develop cooperation and non violent communication; 10. the impact of games on media, from literature to music and cinema; <p>can playing games develop into an addiction? Differences and similarities between gambling and gaming;</p> <ol style="list-style-type: none"> 11. storytelling in games: how to build a coherent and immersive narrative that engages players; 12. workshop on digital games: what can we learn from videogames? 13. Boardgame session and reverse engineering; 14. the development of an educational game: from the concept to playtesting.
<p>Will participants receive a ready set of teaching materials / course methodology for future implementation in their school?</p>	<p>Yes.</p>
<p>Dates:</p>	<p>The current dates of our courses can be found on our website.</p>
<p>Location:</p>	<p>Krakow, Poland.</p>
<p>Social programme:</p>	<p>The social programme activities are included within your course fees!</p>



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Contact us

+48 509 583 501

Krakowskie Forum Edukacji sp. z o.o.
Rynek Główny 28, 31-010 Kraków, Poland

info@teachersacademy.eu

OID number: E10255949

