

Course code ICT.1.VDG

Last update 09/11/21

Course information

Title	Videogames in Education: Innovative Gamification and Game-based Learning Techniques
Concept by	<u>Petra Candida Mundy</u> .
Course URL	<u>teacheracademy.eu/course/videogames/</u>
N. of participants	Min. 4 - Max. 12
Course length	One week (6 days, Monday - Saturday)
Language	English. Other languages may be available upon request
Locations and starting dates	<ul style="list-style-type: none"> • <u>Tenerife</u> - Third Monday of the month <p>On request, we can organize this course directly at your school. Discover all the dates at <u>teacheracademy.eu/courses-dates/</u></p>
Free time activities offered	All courses include at least one city guided tour and one full-day Cultural Activity.
Type of certification awarded	Certificate of Attendance, including a description of the course contents (80% of attendance required); other Certificates may be available upon request
Price	Starting from 480€ * * Our courses are eligible to be completely funded by the <u>Erasmus+ KA1 funds</u> and several other programs.

Course contents

Description

Whatever the subject area, **video games, and simulations** can be used directly to teach content, or adapted to engage students with specific learning situations. In fact, this method has been proven to **achieve better results** in terms of student autonomy, commitment, and satisfaction, and can be used with the whole class or to differentiate individual learners, **online or face-to-face**.

Moreover, by gamifying normal daily routines and activities, teachers can turn the classroom into an engaging and **dynamic virtual environment** – if you wonder what ‘gamification’ means, it refers to the application of typical elements of game playing (increasing levels of difficulty, competition, rules of play, avatars, rewards, etc.) to the curriculum and its evaluation.

But how can we put the passion for playing computer games to good use for learning, and how can we harness it?

This course has been designed to help teachers **introduce video games in the classroom** for educational purposes. Participants will explore the educational and **pedagogical value of video games**, discover how to apply virtual gaming techniques to real-life non-digital situations, and learn how to find computer games for their subject area and apply them in the classroom.

They will also try out **innovative games and gamification tools**, and discover classroom apps that will save time, create engaged learners, and future-proof their teaching capacities.

By the end of the course, participants will be able to turn their classrooms from school libraries into school laboratories, where students can experiment and learn by being engaged with **gamification techniques** and actively playing video games.

Learning outcomes

- Implement game-based materials in educational environments;
- Exploit game mechanics to make difficult tasks and content more palatable;
- Use new digital tools to encourage problem solving, perseverance and autonomy in their learners;
- Engage and motivate learners to achieve their goals in both face to face and online environments;
- Transmit the benefits of video game-based education to parents and school leaders.

Tentative schedule*

Day 1 – Gamification and sharing experience	Day 2 - Elements of game design: why and how we learn while playing
<ul style="list-style-type: none">• Introduction to the course, the school, and the external week activities;• Icebreaker activities;• Presentations of participants' schools;• Dopamine and the benefits of using game dynamics in the classroom.	<ul style="list-style-type: none">• Using elements, techniques and features of videogames in a classroom;• Using videogames designed specifically for educational purposes;• Using a controller/mouse and keyboard.
Day 3 - Varieties of videogames in education	Day 4 - Roleplay and simulations
<ul style="list-style-type: none">• Educational tools: Tak Tak Tak, Minecraft Edu, Socrative;• Simulation in videogames: pedagogical strengths;• Hands on experimentation.	<ul style="list-style-type: none">• Role play games;• Gaming applied to specific school subjects, adapted to the needs and subject areas taught by the course participants;• Innovative apps and tools for evaluation.
Day 5 - Playing outdoor and gamification	Day 6 - Course evaluation and activities
<ul style="list-style-type: none">• Excursion outdoors: Escape rooms and web quest;• Applying gaming techniques in real life environments.	<ul style="list-style-type: none">• Course evaluation: round-up of acquired competencies, feedback, and discussion;• Awarding of the course Certificate of Attendance;• Excursion and other external cultural activities.

*The schedule describes likely activities but may differ significantly based on the requests of the participants, and the trainer delivering the specific session. Course modifications are subject to the trainer's discretion. If you would like to discuss a specific topic, please indicate it at least 4 weeks in advance.

Links and resources

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