

LEARNING GAMIFICATION

Adapting lessons and activities for joyful and effective learning



Understand how Gamification can trigger joyful and affective learning. Learn how to design games, and plan lessons and activities to enhance student motivation, foster creativity and critical thinking and develop social competences by team cooperation and positive competition. Discover how video games, simulation, augmented reality and technology-aided outdoor activities can engage students and promote meaningful knowledge and competences.

Location: **Faro, Portugal**

Duration: **5 days**

Fee: **380€**

Total Seats: **20 Seats**

Main Contents

- Gamification benefits for student engagement and effective learning;
- Gamification, cognitive process and motivation;
- Gamification, critical thinking and creativity development;
- Planning and conducting a game-based lesson;
- Collaboration and positive competitiveness on gamified scholar activities;
- Digital games and technology-aided learning activities;
- Selecting games for specific student groups and subjects;
- Tools for collaboration in educational game-based projects;
- Functional and symbolic play and games with rules;
- Role play games;
- Game-based simulations, augmented reality and 360° videos;
- Monitoring and assessing student performance on game-based activities.

Course Program

Day 1

- Course and participant presentation;
- Coffee break;
- Why lesson gamification?
- How students learn with games;
- Game focus on language, cognition, movement and subject specific contents;
- Lunch;
- Using GPS guiding games to explore outdoor educational activities.

Day 2

- Understanding game devices, general hardware and operating software;
- Using and managing a mobile device;
- Coffee break;
- Integrating ICT, mobile devices and games in the classroom;
- Lunch;
- Planning and preparing game-based lessons and activities;
- Coffee break;
- Application group task.

Day 3

- Digital Games;
- Coffee break;
- Competitive Games;
- Lunch;
- Collaborative Games;
- Coffee break;
- Monitoring and assessing student performance on game-based activities.

Day 4

- Cultural visit – Faro Sand Islands;
- Lunch;
- Using apps and games to ease all steps of the teaching and learning process.

Day 5

- Game-based simulations and augmented reality;
- Coffee break;
- Course evaluation;
- Certification;
- Lunch;
- Free afternoon.

Note: The course program can be changed according to participant's profile, local holidays or season.

Target group

Primary and Secondary school teachers, managers and staff

Course methodology

- Brief introduction to each of the topics.
- Participants share experiences and best practices on each topic in group and plenary sessions.
- Participants experiment the use of games, install, configure and explore them.
- Individually or in groups, participants prepare lessons, using Games and apps.

Course fee

- The course fee is 380€.
- Cultural visits and meals are paid separately.
- Algarve cultural visit has the cost of 50€. Participants not willing to join the cultural visit must notify ACJI 15 days before course starts.

Validation

The course participants will get a Certificate of participation and a Declaration of Obtained Competences.

The competences acquired will be validated by the course organizers on the Europass mobility. Participants must ask their national agency to issue the Europass (Visit our website [Documents – Europass mobility](#)).

Accommodation and Meals

- Participants book their accommodation. ACJI will advise participants for hotel choice in different price categories. Participants are free to choose hotels and restaurants. Accommodation is paid directly by participants to hotels and restaurants.
- Lunches and coffee are available in or around the University of Algarve, where the course will take place.

Planned courses

- August, 18th to 22nd, 2020
- August, 17th to 21st, 2021
- August, 15th to 19th, 2021