

Gamification in practice



GENERAL INFORMATION

Trainer: Tibor Prievara



Number of participants: 5-25 people

Language: English

COURSE CONTENT

Description:

The course will focus on gamification and the design of a gamified system of feedback, lesson planning and assessment. Participants will understand where gamification fits their daily practices and will see how gamification works towards the following goals: reducing stress in the classroom, creating a varied system of feedback for students, measuring the added value of education for students, moving on the equity from equality in the classroom, supporting individual learning paths and differentiated instruction through gamification. All this will be conducted through practical, gamified digital tools and activities that are directly applicable in teachers' everyday classroom practices. It has become a commonplace that with the ever-changing environment of the 21st century, educators must learn how to develop a skillset to meet the demands of the changing world and find new ways to engage their students to best equip them for the challenges ahead. This course provides one possible answer with practical guidance.

Target group:

upper primary and secondary school teachers
of any subject area

Required language level of the participants: English, B2

Duration: 35 lessons, 7 days

Aims and objectives:

- to create awareness in participants of what gamification is and how they can best apply it in their classroom
- to help educators design lessons, 'learning periods' with a new approach to pedagogical planning
- to explore ways in which the application of gamified feedback and assessment might create a stress-free environment for students, in which their unique talents might flourish
- to design a system of gamified assessment suited to each educator's individual needs
- to be acquainted with new approaches to student work and participation

Learning outcomes:

During the course participants will:

- understand the difference between gamification and game-based learning.
- learn how gamification is applicable to their unique educational context
- be acquainted with tools, techniques and methods to decrease students' level of stress, measure the added value of education and create a uniquely effective system of feedback and appreciation for their students to work towards equity, rather than equality.
- design their own system of gamified feedback and assessment
- engage in pedagogical planning using the basic tenets of 21st century learning design
- become familiar with tools and techniques to encourage student participation through gamified assessment
- explore existing classroom practices of gamification to learn about further game elements they can incorporate into their classroom practices
- be able to network and meet like-minded educators to see how gamification might travel borders

Schedule*



SUNDAY	<ul style="list-style-type: none"> • Get to know each other with trainers and the other participants and location of the course, warm up
MONDAY	<p>What is gamification? What is game-based learning?</p> <ul style="list-style-type: none"> • What is gamification and what is NOT gamification? From theory to practice in 3 short steps. • Participants will be able to create a pedagogical framework of gamification. • They will understand where gamification fits their daily practices and will see how gamification works towards the following goals: reducing stress in the classroom, creating a varied system of feedback for students, measuring the added value of education for students, moving on the equity from equality in the classroom, supporting individual learning paths and differentiated instruction through gamification. • All this will be conducted through practical, gamified digital tools and activities that are directly applicable in teachers' everyday classroom practices.
TUESDAY	<ul style="list-style-type: none"> • Designing your own gamified system of feedback and assessment - design "learning periods" for your classroom • Participants will become familiar with 21st century learning design, will gain an insight into its applicability to teaching. • The focus will be on pedagogical planning. • Participants will become familiar "learning periods", and their support through a gamified system of reflection, feedback and assessment.
WEDNESDAY	<ul style="list-style-type: none"> • Introducing new ways to give feedback - practical guide • In this workshop participants will explore and investigate different techniques, tools and practical guidelines to create varied and exciting "learning periods".

THURSDAY	<ul style="list-style-type: none"> • Case studies - exploring ways to go ahead with gamification • Participants will be able to conduct investigative studies of gamification practices that have proved successful or otherwise. • At this stage, "learning periods" will be designed with a detailed and sophisticated system of feedback and assessment that enhances equity (rather than equality) for students. • There will be digital tools to create, administer and keep track of student progress during a study period.
FRIDAY	<p>Game day!</p> <ul style="list-style-type: none"> • How games fit in a gamified framework, what type of activities to integrate in a gamified 'learning period'. • Participants will play different games, assess their applicability in their digital learning periods and assimilate strategies, techniques, tools into their existing gamification framework.
SATURDAY	<ul style="list-style-type: none"> • Feedback on the course, assessment and diplomas • Compulsory relationship building program • Closing of the course

*** Notes:**

- the schedule describes likely activities but may be modified in accordance with the requests and needs of the participants;
- presentations of the participants' schools may be divided up and take place after the breaks on each day of the course.

ADDITIONAL INFORMATION

Certificates awarded:

Certificate of Attendance, Europass certificate and/or Learning agreement complement

Price: EUR including course, Erasmus+ documentation and a cultural activity

Location:

Date:



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