



**E-SCHOOL**  
EDUCATIONAL GROUP



Erasmus+

# GAME-BASED LEARNING

Rapid changes and restructuring in the field of work and society leading inevitably to the need for a different approach to educational issues in order to enable learners to live and work in a digital, globalized and multicultural environment. Accordingly, the role of the educator is more complex and multidimensional in our days. In this light, this course offers educators the right skills, techniques and tools to embrace Game-based learning into their teaching/training sessions.



# TARGET-GROUPS

- ✓ Teachers & Headmasters/principals/managers of primary schools, secondary schools and vocational schools or organizations offering adult education or vocational education
- ✓ Adult education teachers
- ✓ Teachers of special needs
- ✓ Trainers of educators
- ✓ Careers officers, educational guides and counsellors

## MAIN AIM

To improve educators' scientific and pedagogical background through the use of Game Based Method.

## BENEFITS FOR THE PARTICIPANTS: SKILLS AND COMPETENCES ACHIEVED

This course provides the general knowledge and understanding required to offer educators the necessary skills to use Game Based Method during their teaching/training sessions.

## METHODOLOGY

- ✓ The course uses participatory approaches as much as possible. A variety of methodologies will be used, including lecture/presentation, discussions, group work, questions and answers, demonstrations, and practical sessions (hands-on practice).
- ✓ Participants will be given a hard copy of the material presented during the course.
- ✓ Each participant will be assessed throughout the course.

## WHY TRAIN WITH US

We are an innovative, flexible and creative training center with the passion to help out learners reach the best of their potential. We have a proven track of success in all kinds of seminars and trainings.



The background of the top half of the page features a blurred image of a calendar with dates 6, 13, 20, 27, 14, 21, 28, 15, 22, 29, 16, 23, and 30 visible. To the right, there are overlapping geometric shapes in blue and olive green.

## DETAILED PROGRAMME (DAY BY DAY)

### Sunday Welcome

- > Walking City Tour
- > Welcoming dinner

### Monday Introduction

- > Ice breaking activities and course introduction
- > Understanding the role of Games in education
- > Sharing personal experience and examples
- > Introducing host town (cultural sights)

### Tuesday - Game Based Learning

- > Game-Based Learning as a teaching method
- > Different types of Games for enhancing Learning
- > Critical Thinking through Games
- > Teaching strategies and sources for Game Based Learning
- > Game Based Learning workshop

### Wednesday - Gamification

- > Game-design elements and game principles in educational context
- > Gamification examples
- > Lesson design with gaming elements
- > Gamification workshop

### Thursday - Serious games

- > Serious games in education
- > Game concept design
- > Gameplay design
- > Serious game workshop

### Friday - Augmented Reality (AR)

- > Augmented Reality in education
- > Examples of AR learning activities
- > Creating AR educational projects and experiences
- > Explore local culture through augmented reality
- > Feedback of the course and evaluation

### Closing ceremony

- > Handing over certificates
- > Farewell dinner

Coffee breaks 10:30 - 11:00 and 15:30 - 16:00

Lunch 13.00 - 14.00





## Thank You

We, at E-SCHOOL, firmly believe in strong cooperation and the establishment of long term relationships in order to create a network, share interests and ideas and develop projects for the different calls joining our experience.



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## Get in Touch

We are a multipurpose Vocational Training and Lifelong Learning center committed to providing high quality education and knowledge certification



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