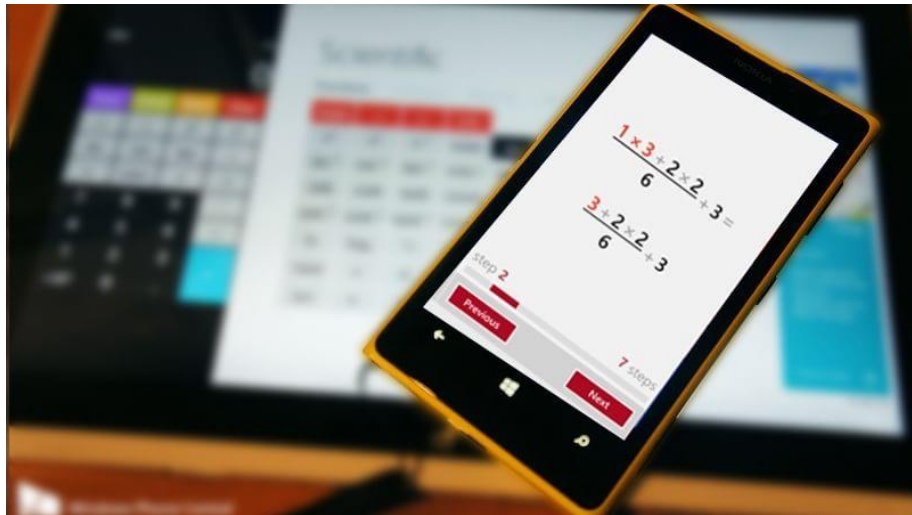




## *GAME-BASED LEARNING vs GAMIFICATION: A PLAYFUL APPROACH TO LEARNING*



### Course Summary

Digital games are becoming increasingly popular among young people, and the games market has an estimated growth of 16.38% by 2020 (Anon, 2015). The popularity of digital games can still be illustrated by the growing number of companies, conferences and publications devoted to the theme (Breuer & Bente, 2010). At the same time, the continuous evolution of information and communication technologies (ICT) is leading to increased sophistication and potential of these games and to the development of games for mobile devices. For instance, advances in computer graphics hardware have contributed to an increase of graphical quality of digital games, allowing its growing realism (Anderson, Mc-Loughlin, Liarokapis, Peters, Petridis, & De Freitas, 2010). Educational games for mobile devices are also becoming popular and their sales have surpassed non-mobile games (SGA, 2012). Mobile devices “seem to give their users a very strong sense of control and ownership which has been highlighted in research on motivation as a key motivational factor” (Jones, Issroff, Scanlon, Clough, & Mcandrew, 2006, p. 252). The idea of control has often been discussed in the context of the use of technology in learning. Ideally students should perceive themselves as being in control of their learning process. Thus, the importance of freedom to define the tasks in which the students want to be involved is supported by the emphasis on control and motivation for learning. There is also an increasing recognition on the need to integrate all students (with and without special educational needs) into regular education, as well as the importance of doing it properly (Osório, 2011). According to Hersh and Leporini (2018, p. 587) all this context “gives a need for the development of learning approaches based on the media actually used by learners, which very definitely include games, while not excluding learners who



prefer more traditional approaches". The use of digital games as learning tools is known as Game-Based Learning. A concept related to Game-Based Learning is gamification. Gamification applies elements associated with video games (game mechanics and game dynamics) in non-game applications (Simões et al., 2013, p. 2) to engage the student in the learning process. This course is about to promote the use of games in educational context, but also the use of gamification strategies to engage the students in the learning process. All course has a gamification process helping the trainees to apply those ideas and we will teach to use and produce learning activities with games.

## Course Objectives

Learning outcomes:

- To know the difference between Game-based Learning and Gamification innovative pedagogical scenarios
- To know / apply Gamification processes in Educational contexts
- To know / apply Game-based Learning activities in Educational contexts
- To design a Gamification process using the seven characteristics of the innovative scenario
- To design Game-Based Learning activities
- To produce Games for Education



# PROGRAMME

Contents	
<b>Day 1</b> Sunday	<p><i>Meet at hotel reception at 18:00</i></p> <ul style="list-style-type: none"> <li>✓ Welcome session and course overview and Hand-out of material</li> <li>✓ Presentation of the participants and team;</li> <li>✓ Team building;</li> <li>✓ Dinner and Icebreaking.</li> </ul>
<b>Day 2</b> Monday	<p><i>Meet at 9:00</i></p> <ul style="list-style-type: none"> <li>✓ Introduction of the game-based learning vs gamification: a playful approach to learning</li> <li>✓ Presentation of the trainees using serious games</li> <li>✓ Why Games in School?</li> <li>✓ Lucidity vs Serious learning?</li> <li>✓ What is Game Based-Learning?</li> <li>✓ What is Gamification?</li> <li>✓ Differences between Game-Based Learning and Gamification</li> </ul>
<b>Day 3</b> Tuesday	<p><i>Conference room</i></p> <ul style="list-style-type: none"> <li>✓ The Gamification Process               <ul style="list-style-type: none"> <li>○ Narrative: a good story is a motivational element for students to identify with a certain role or plot.</li> <li>○ Rules: implicit or explicit</li> <li>○ Tasks: the student must accomplish a set of tasks to go into a new level (game logics)</li> <li>○ Levels: The student is motivated to improve his performance through increasing difficulty levels in the proposed tasks.</li> <li>○ Competition: create a healthy competitive spirit among students (positive competitiveness)</li> <li>○ Collaboration: the competition may (must) contain strategies of collaboration between students.</li> <li>○ Motivation: extrinsic motivation (tasks, goals, levels) and intrinsic motivation (his own interest or pleasure in the activity)</li> </ul> </li> <li>✓ Practical: To design and produce a Gamification Process (apps in education)</li> </ul>
<b>Day 4</b> Wednesday	<p><i>Conference room</i></p> <ul style="list-style-type: none"> <li>✓ The use of games to develop competencies and achieve learning objectives</li> <li>✓ Game-based Learning scenarios to develop collaborative skills, problem solving, communication, critical thinking and digital literacy</li> <li>✓ Practical: To design and produce a Game-Based Learning activity (apps in education)</li> </ul>
<b>Day 5</b> Thursday	<p><i>Conference room</i></p> <ul style="list-style-type: none"> <li>✓ Practical: Plan activities using Game-based Learning and Gamification processes:               <ul style="list-style-type: none"> <li>○ Multiple Choice activity</li> <li>○ Scales activity</li> <li>○ Word Cloud activity</li> <li>○ Scales activity</li> <li>○ Open ended activity</li> <li>○ Augmented Reality activity</li> <li>○ Ranking activity</li> </ul> </li> </ul>
<b>Day 6</b> Friday	<p><i>Conference room</i></p> <ul style="list-style-type: none"> <li>✓ Game-based Learning and Gamification as monitoring and evaluation processes in education</li> <li>✓ Work presentations</li> <li>✓ Course roundup and review;</li> <li>✓ Validation of learning outcomes;</li> <li>✓ Certification.</li> </ul>

## Location

In Porto – Portugal

## Course Duration and Costs

All costs of our courses can be supported with a grant under KA1 of the Erasmus+ programme.

Learning Together charges for a **6 days course 570 euros per participant (A+B)**

**A - Course fee and Duration:** for our 6 days course, the price fee is 420 euro for tuition and materials (6 day course x 70,00 Euros per day ). This is covered with the course fee that you get with your KA1 grant: 70 euro per day.

**B - Organizational Support:** Payment of 150 EUR per participant (total amount).

Each educational organization also receives 350 euros per participant for organizational support. Learning Together will only charge you 150 Euros for administration and organization costs (local organization, coffee break, pedagogic support activities, social program, learning validation, certification and Europass Mobility validation). This fee also includes our social program, which you can see below.

### Social Program

- ✓ Cultural Heritage Day: Guide visit to the city of Porto.
- ✓ Visit to "Ribeira" and 6 Bridges Boat Trip.
- ✓ Visit to Port Wine Cellars.

## To be paid by yourself from the KA1 grant

- Your grant covers travel costs. The amount is calculated based on the distance that you need to travel from your home place to the course.
- Your accommodation and meals will be assured through Individual support. The amount that you receive to cover the costs of your stay depends on the country that you choose. The range for Portugal is between 60-120 Euros per day and participant. This amount covers your stay at hotel and your meals. Learning Together doesn't book your stay at the hotel but we can give you tips and advice for your booking. Plenty of restaurants are available on the city for your daily meals. This option allows you to explore freely our city, hotels, restaurants and course travels.

## Course Dates

- 16 Feb 2020 to 21 Feb 2020
- 22 Mar 2020 to 27 Mar 2020
- 26 Apr 2020 to 1 May 2020
- 11 Oct 2020 to 16 Oct 2020
- 6 Dec 2020 to 11 Dec 2020
  
- 25 Apr 2021 to 30 apr 2021
- 10 Oct 2021 to 15 Oct 2021
- 5 Dec 2021 to 10 Dec 2021

[Apply Now](#)