

GamE:Education

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Objectives:

- Get clear what is a play, what is a game and what are the differences
- To learn the processes of designing a game
- Acquire the knowledge on educational game design
- To become acquainted with the design process of games
- To gain a theoretical overview of different types of games
- To reflect on the educational role of games in contexts where language creates a barrier
- To increase knowledge in “designing meaningful play experiences”

Target group:

Youth workers, adult education practitioners, trainers, facilitators, teachers, educators, support staff, learning facilitators, representatives coming from school, child and adult education.

Brief description:

Games and Play workshop aims to increase quality of the work done by educators through developing game and play design knowledge in general and exploring the use of the skill in educational materials design.

Workshop will provide a space to identify the differences of a game and play while deconstructing the relation to gamification. Theoretical overview on game design will be served, followed by examples and genres.

Educational game design processes will be discussed on good examples.

Workshop will be mostly focusing on card and board games.

Methods: interactive presentation, supported by experience and discussions.