

Game-Based Pedagogy in teacher education

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Game-Based Pedagogy in teacher education

UNLOCK online conference

28 November 2022

<https://www.uiin.org/unlock-conference/>

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Summary

Using game-based learning (GBL) has a proven potential to be an effective didactical method but it is not easy to implement in practice. Teachers find e.g. difficult to match a particular game dynamics and the curricular goals or to connect with the pedagogical models of particular games.

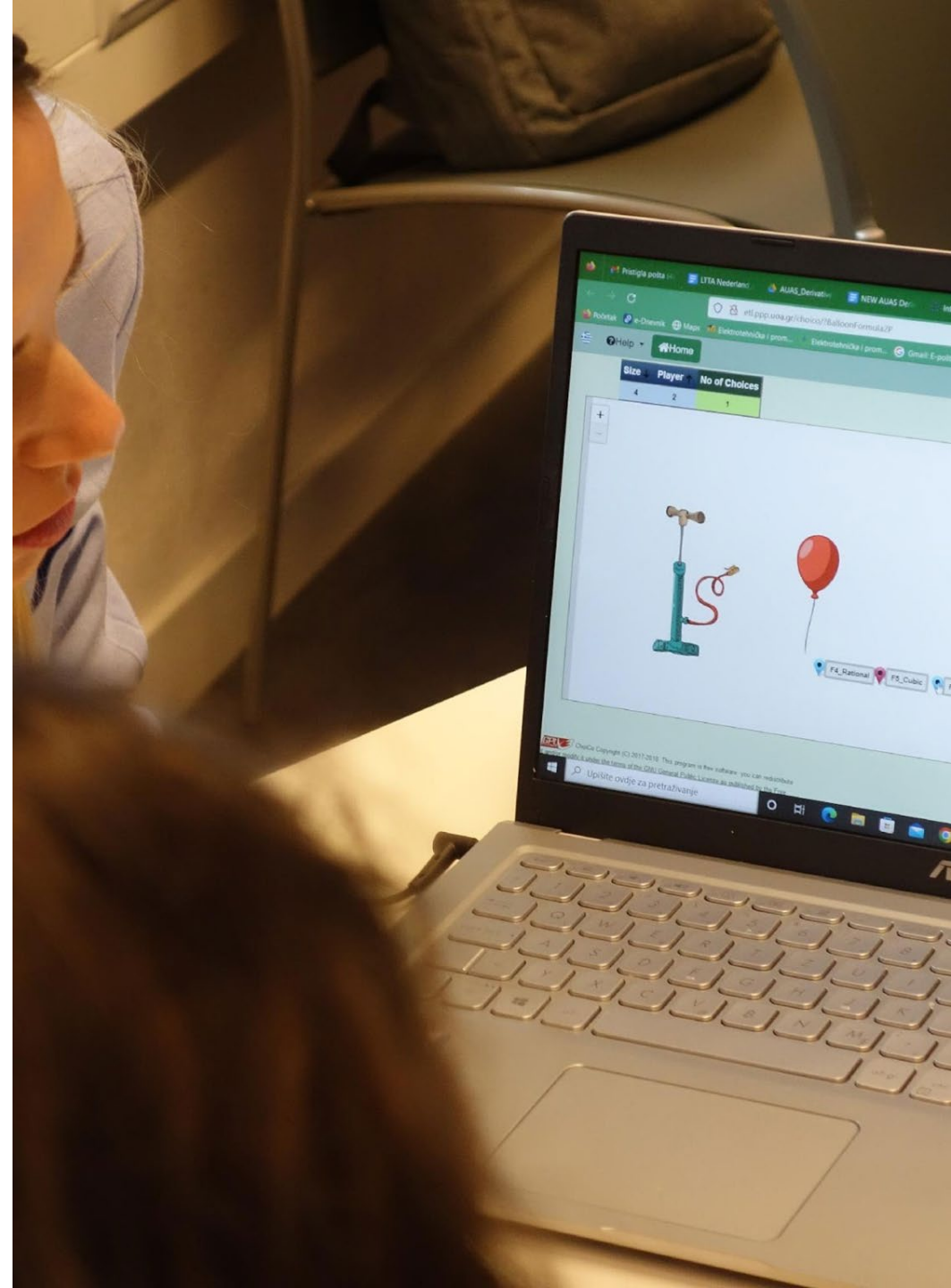
In order to support student-teachers to develop pedagogical knowledge and skills to effectively apply this method we are developing a course about Game Based Pedagogy (GBP) for the teacher education program. This project is a Teaching Fellows Comenius (see <https://www.nro.nl/en/onderzoeksprogrammas/comeniusprogramma/toegekende-projecten>). The development and implementation of the course follows a co-creation process in an interdisciplinary team involving high-school teachers, teacher educators and the Smart Education lab for Applied AI.

In this workshop we present our first prototype of the course and invite the participants, through hands-on activities to explore some of the games, materials and examples that we developed. This workshop is intended for high school teachers, teacher educators and anyone who is interested in integrating Game-Based Pedagogy into practice

Aims of the workshop

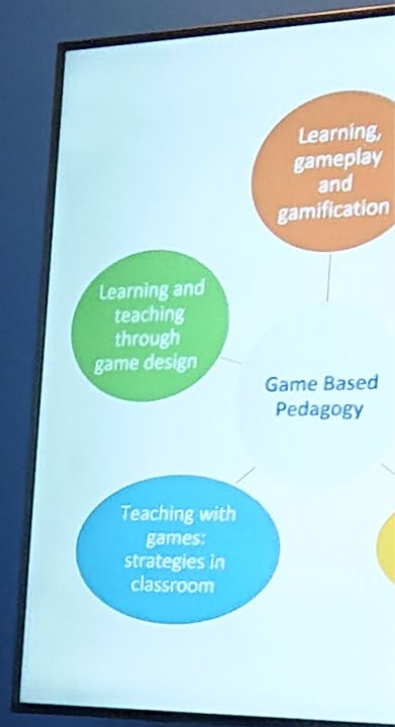
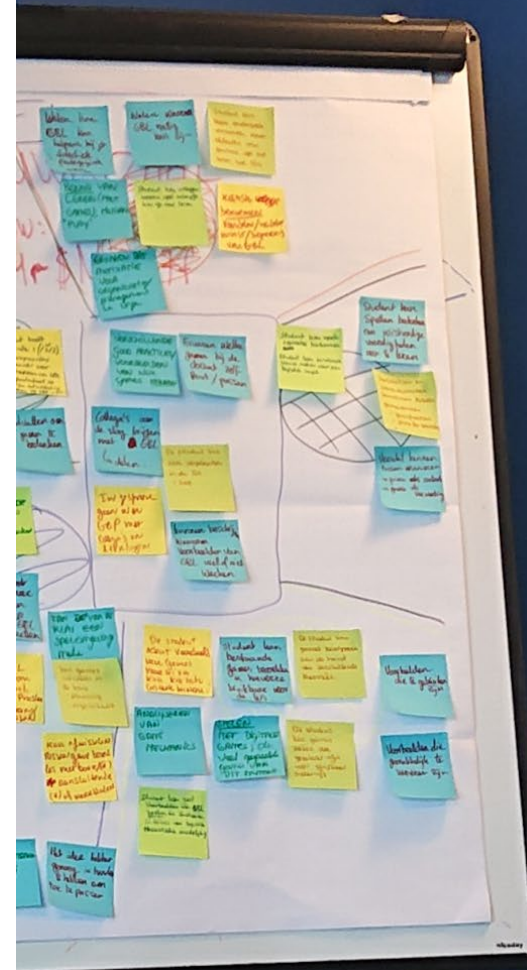
Participants will:

- explore, learn and discuss about Game-based Pedagogical approaches
- get to know some games and tools to design tasks for students
- provide useful feedback on the prototype course that we are developing



Agenda

- **Opening**
 - Project Teaching Fellows Comenius
- **Game Based Pedagogy**
 - Four game-based pedagogical approaches
- **Hands-on group-activity**
 - explore different pedagogical approaches to GBL
- **Reflection and feedback**





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Thank you!

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