



1st workshop – Game Based Learning (GBL) and unplugged activities

Session 2: Game based learning

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Expected Learning Outcomes

1. Understand psychological and cognitive aspects of game based learning.
2. Being able to find, evaluate and select suitable serious games and integrate them into learning process

Teaching Methods/Approaches

1. Teacher presentation and instructions
2. Participant self-directed/individual activity
3. Peer evaluation and collaboration
4. Group activity

Sources of training materials

1. Portal with examples of serious games. Available: <http://hrast.pef.uni-lj.si/igre> (Accessed: 30.11.2017.)
2. SEGAN: Serious Games Newtork. Available: <http://seriousgamesnet.eu> (Accessed: 30.11.2017)
3. Training materials. Available: <http://hrast.pef.uni-lj.si/GLAT>

Duration: 120 minutes





Topic/Sub-topics	Learning Objectives	Evaluation
1. GAMES AND LEARNING	<i>Participants will understand psychological and cognitive aspects of game based learning.</i>	<ol style="list-style-type: none"> 1. Learners explore and analyse examples of games in order to point out typical characteristics of games. (work in pairs) 2. Learners analyse examples of games in order to identify corresponding learning theory that can justify selected teaching/learning methodology and game mechanics. (group activity).
1.1 Introduction to games	1. Identify the concepts of games	
1.2 Games in human development	2. Understand the role of games in cognitive development	
1.3 Games and learning theories	3. Explore the features on serious games from learning theories point of view	
2. INTEGRATION OF GAMES INTO LEARNING PROCESS	<i>Participants will be able to find, evaluate and select suitable serious games and integrate them into learning process</i>	<ol style="list-style-type: none"> 1. Learners choose one serious game, suitable for achieving predefined learning goals, and create a learning scenario which will be evaluated by teacher and the colleagues.
2.1 Identification and evaluation of suitable serious games 2.2 Integration of games into learning process	<ol style="list-style-type: none"> 1. Explore games available on recommended portals or on world-wide web 2. Create a game-based learning scenario 	