Gamification in Education

Course Overview

- Course name: Gamification in Education: Engaging Learners Through Game Design Principles
- Course organizer: Arbor Talent Ltd.
- Venue: Budapest, Hungary
- Language: English

1. Why is this important?

- Gamification has emerged as a powerful tool to increase student engagement and motivation in educational settings.
- Understanding game design principles can help educators create more interactive and effective learning experiences.
- Gamified learning environments can foster problem-solving skills, creativity, collaboration, and autonomous learning skills among students.

2. Who would benefit from this course?

- Teachers and educators from all levels of education (primary, secondary, and higher education)
- Instructional designers and curriculum developers
- Educational technology specialists and e-learning professionals
- School administrators and policymakers interested in innovative teaching methods

5. What will we talk about?

- The course provides a comprehensive overview of gamification in education, from theoretical foundations to practical applications.
- Topics covered include:
    - Fundamentals of game design and their application in educational contexts
    - Aligning game mechanics with pedagogical objectives
    - Implementing gamification strategies in various classroom settings
    - Addressing challenges and ethical considerations in educational gamification
    - Assessment and evaluation of gamified learning experiences

6. Learning outcomes:

By the end of the training, participants will:
- Understand the core principles of game design and their relevance to education
- Be able to design and implement gamified learning experiences
- Develop skills in aligning game mechanics with specific learning objectives
- Gain insight into addressing diverse learner needs through gamification
- Learn to evaluate the effectiveness of gamified educational interventions
- Enhance their digital literacy and technological pedagogical knowledge

Participants will receive a certificate of completion at the end of the course.

7. Why choose this course?

- Learn from an expert in both gamification and educational technology
- Gain hands-on experience in creating gamified learning modules
- Explore case studies of successful gamification implementations in various educational contexts
- Network with educators from diverse backgrounds and share best practices

8. Practical experiences:

- Participants will engage in daily workshops to apply learned concepts
- Group projects will allow for collaborative design of gamified learning experiences
- Participants will learn about successfully implemented gamification projects.

9. Schedule:

Day 1: Theory and Game Design Principles

- Introduction to gamification in education
- Psychology of flow, engagement and motivation in learning
- Core game design principles and their educational applications
- Overview of different roles gamification can play in education
- Workshop: Finding the right gamified approach in specific educational contexts

Day 2: Connecting Game Mechanics and Pedagogical Aims

- Aligning game mechanics with learning objectives
- Designing progression systems and reward structures in educational contexts
- Balancing challenge and skill in gamified learning experiences

- Integrating storytelling and narrative elements in educational games
- Workshop: Designing a gamified lesson plan

Day 3: Classroom Applications of Gamification

- Implementing gamification in different subject areas
- Tools and platforms for creating a gamified learning environment
- Gamification strategies for online and blended learning environments
- Using gamification to enhance formative assessment
- Workshop: Creating a prototype of a gamified learning module

Day 4: Special Needs and Stakeholder Considerations

- Adapting gamification for students with special educational needs
- Addressing the problematic relationship of assessment and gamification
- Ethical considerations in educational gamification
- Managing stakeholder expectations (students, parents, administrators)
- Discussion: Overcoming challenges in implementing gamification

Day 5: Assessment and Conclusion

- Evaluating the effectiveness of gamified learning experiences
- Data-driven approaches to refining gamification strategies
- Future trends in educational gamification
- Presentation of group projects and peer feedback
- Reflection and action planning for implementing gamification in participants' contexts

Day 6:

- Departure