

## Play the learning GAME

Jutta Pauschenwein ZML – Innovative Learning Scenarios FH JOANNEUM ICL 2012



Lifelong Learning Programme

This project has been funded with support from the European Commission.

This material reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.





#### **Overview**

- Why should learners play?
- What does the project offer?
- The training concept
- Experiences until now





# Why should learners play?

#### Prensky (2001)

- learning and playing are fundamentally related
- games engage learners

#### Learning theories

- Activity Theory: in games learners participate and experiment in secure virtual environments
- Situated Learning: learners experience different situations
- Experiential Learning: learners learn through direct experiences based on their interactions in the game

#### NMC Horizon Report 2012

 game-based learning is a significant trend in the midterm horizon (2-3 years).





## Who is offering games to students?

#### FH JOANNEUM – Univ. of Applied Sciences

- Technology & design, business, life & environment, health sciences
- Only a view teachers are brave enough to offer games during lessons – and you?







## The project: Play the learning GAME

- http://www.learningame.org/info/
- October 2011 September 2013
- Lifelong Learning Programme Leonardo Da Vinci Subprogramme - Transfer of Innovation Action
- 10 partners of 4 European countries = = ■
- Project leader: Federació de Treballadors de l'Ensenyament, Valencià





### **Objectives**

- Offer a rich website with many different resources for game-based learning
- Identify useful multimedia and video games for learning
- Provide a manual about game-based learning
- Train teachers and trainers to enable them to let their students and training participants "play"
- Create an international network of vocational education teachers and trainers





### **Target group**

- Teachers of vocational education
- All teachers of students older than 12 years
- Trainers





## Preparation (Oct. 11 – Sep. 12)

- Reviews of multimedial e-learning material and video games (25 per partner, in English and the national language)
- Update of the Manual for the application of Videogames and Multimedia for educational and training purposes (translation in 4 langauges)
- Update of the website <u>www.learningame.org/info</u>
- Many dissemination activities
- Preparation and offer of 3 training courses
- Integration of the trainings courses into the national platform for teachers' training PH Online



## **Training concept**

- Start with f2f workshop
  - Introduction to game-based learning
  - Discuss the project's materials
  - Discuss tasks for the online phase
- 3 weeks online training
  - Engage with online material
- Second f2f workshop
  - Online conference with partner teachers
  - Discussion and design of small games
- 1 week of online training
  - Sub-group creates a game





# Time table of the trainings

Training 1 – Oberösterreich: PH Oberösterreich					
Einführungsworkshop	2.10.2012	13:00-17:00 Uhr	Face-to-Face		
Selbststudium	3.1022.10.2012		Online		
Intermediate Workshop	23.10.2012	09:00-17:00 Uhr	Face-to-Face		
Abschluss	24.1029.10.2012		Online		

Fortbildungs-LV Nr. 23F122ZH06

Training 2 – Steiermark: FH JOANNEUM					
Einführungsworkshop	5.11.2012	13:00-17:00 Uhr	Face-to-Face		
Selbststudium	6.1125.11.2012		Online		
Intermediate Workshop	26.11.2012	09:00-17:00 Uhr	Face-to-Face		
Abschluss	27.1130.11.2012		Online		

Fortbildungs-LV Nr. 163.DW00

Training 3 – Bundesweit: FH JOANNEUM					
Einführungsworkshop	25.2.2013	13:00-17:00 Uhr	Face-to-Face		
Selbststudium	26.217.2.2013		Online		
Intermediate Workshop	18.3.2013	09:00-17:00 Uhr	Face-to-Face		
Abschluss	19.322.3.2013		Online		





# **Experiences until now**

- Topic is interesting and important
- Partnership is excellent and materials of former projects are useful
- Difficult to integrate 2 year project into the school year
- Advertising of training activities was too late (training not integrated into the printed info-booklet)
- It's difficult to find teachers, motivated teachers are not very much appreciated in Austria
- Integration of trainings in online platform didn't help to find teachers
- Same training for teachers and trainers?



#### If you are interested

- Speak with me at the conference
- Take the leaflet
- Contact me via e-mail <u>jutta-pauschenwein@fh-joanneum.at</u>
- Visit the Play the learning Game website www.learningame.org/info/
- Project description and trainings: <a href="http://www.fh-joanneum.at/ca/cn/cjor/?key=zml&lan=en">http://www.fh-joanneum.at/ca/cn/cjor/?key=zml&lan=en</a>
- Link your website with <a href="www.learningame.org/info/">www.learningame.org/info/</a> and let me know!

Thank you, Jutta Pauschenwein

