

Play the learning game

Developing training for teachers and trainers

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Abstract— Game based-learning exploits the potential of ICT and games engage learners. The objectives of the European project “Play the Learning Game” are to spread and update the results of the “Learning Game Portal” to vocational education teachers and trainers. The 10 partners develop and execute trainings and intend to disseminate the project contents as broadly as possible.

Keywords: *game-based learning, vocational training, teacher training*

I. GAME-BASED LEARNING

Each year more and different e-learning training products (training courses, training platforms etc.) are developed but most of these products do not exploit the full potential of ICT as contents and methodologies are still the result of adapting the traditional approaches of education and training to the new digital context.

Already in 2001 Prensky stated that learning and playing are fundamentally related and that games engage learners. In the case of videogames and multimedia the development of contents and the enhancement by technology collude.

Game-based learning supports modern learning theories. In games learners participate and experiment in secure virtual environments (Activity Theory), learners experience different situations (Situated Learning), and learners learn through direct experiences based on their interactions in the game (Experiential Learning) (Tang et al., 2009).

There are different ways to include games in teaching or training:

- a) Integration of a ready-made videogame into the didactical design.
- b) Adaption of a ready-made videogame in order to add elements, or contents that will support the desired learning processes.
- c) Design of a videogame and integration of this developed game into the teaching practice.
- d) Support learners to design a videogame that facilitates the desired learning processes to reach learning objectives.

II. THE PROJECT “PLAY THE LEARNING GAME”

The LLP Leonardo da Vinci – Transfer of Innovation project “Play The Learning Game” aims to extend, exploit and transfer the results of a former Sokrates Comenius project, which resulted in an online collection of video games and multimedia for educational purposes in the Learning Game Portal¹. In a first step the collection of material is revised, new multimedia and video games for education are identified and the teachers’ training manual is updated.

The objectives of “Play the Learning Game” are the creation of an international network of vocational education teachers and trainers, the identification of useful multimedia and video games for learning and the training of teachers and trainers to enable them to let their students and training participants “play”.

III. THE TRAINING

The blended trainings which will last for 4 weeks give an insight in the potential and possibilities of game-based learning and motivate the participants to review games of the Learning Game Portal and explore the integration of serious games into their teaching and training scenarios.

The trainees will be supported in the collaborative design of a learning game and will:

1. Decide on the learning objectives: What should players learn?
2. Situate the learning activity in a model game world.
3. Proceed with the elaboration of the storyline and the screenplay, dealing with the issues of learning objectives.
4. Incorporate underlying pedagogical support.
5. Design possibilities for decision taking.
6. Conceive and design the interface.
7. Implement and evaluate the game.

The partners are developing the concept for the Blended-training, which will take place in autumn 2012.

¹ <http://www.learninggame.org/>

IV. REFERENCES

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