

Course Information

Title	Game Based Learning in the Classroom
Number of participants	Min 5
Duration	5 days
Language	English
Locations	İzmir , İstanbul , Kuşadası
Certification	Europass Certificate
Price	400 Euro

Course Content

Description	<p>Game based learning is an active learning technique where games are used to enhance student learning.</p> <p>The learning comes from playing the game and promotes critical thinking and problem solving skills. Game based learning is where game characteristics and principles are embedded within learning activities.</p> <p>Here, learning activities promote student engagement and motivation to learn.</p> <p>The motivational psychology involved in game- based learning allows students to engage with educational materials in a playful and dynamic way.</p> <p>Game-based learning is not just creating games for students to play, it is designing learning activities that can incrementally introduce concepts, and guide users towards an end goal.</p> <p>Classroom games encourage creative thinking and problem-solving. Ultimately, they help students recall information better, especially if they're visual learners who like to see the concepts they learn come to life.</p> <p>The course will support the teachers in understanding the GBL approach and integrate it in the classroom</p>
Course Modules	<p>What is game-based learning?</p> <p>What are the benefits of GBL?</p> <p>Types of game-based learning?Explore the educational games.</p> <p>Integrate Game-Based Learning in the Classroom.</p>

Course Programme

Day 1	<ul style="list-style-type: none"> • Presentation the course programme. • Introduction to Game based Learning. • Concepts and definitions. • What is the role of GBL in 21st century learning methods.
Day 2	<ul style="list-style-type: none"> • GBL in the classroom. • Discovering the most common framework of Gamification. • Presenting and analyzing Gamification examples and tools
Day 3	<ul style="list-style-type: none"> • Focus on Educational games; • How to adapt a successful game for educational purposes; • Groups Works on integrating games.

Day 4	<ul style="list-style-type: none"> • Game elements and mechanisms. • Exercising creative ideas and practical resources for successful implementation of game based. • Groupwork: game design.
Day 5	<ul style="list-style-type: none"> • Sharing experiences of school project work and use of GBL in education from different organizations. • Evaluation and certificates.