

Game Design for Teaching and Learning

Learning outcomes

The course will help the participants to:

- Understand the difference between Game-Based Learning, Game Design, and Gamification;
- Focus on the aspects of Game-Based Learning closer to their preferences;
- Use board games with students to develop their soft skills;
- Run short Game Jams (i.e., game design sessions);
- Use Inquiry-Based Learning to structure escape rooms/treasure hunts;
- Promote the acquisition of curricular content through game-based activities;
- Debrief gaming sessions in the classroom.

Schedule / Timetable

(Monday through Friday 9am-13pm plus guided afternoon activities)

Day 1 - Introduction to the course

- Introduction to the course, the school, and the external week activities;
- Icebreaker activities;
- Presentations of the participants' schools.

Why Play at School?

- GBL, gamification, and game design in education;
- Kinds of players: Differences in motivation for different people;
- Learning by play: content, soft skills, and attitudes;
- Activity: Card games for the classroom on cooperation and storytelling

Afternoon: Guided Budapest Tour (approximately 14-17)

Day 2 - Game Design

- Game design, re-theming, and modding;
- Activity: Playing simple board games for re-theming and modding;
- What are Game Jams? Explanation of the methodology;
- Activity: Designing a complete game in a Game Jam session (Introduction to the principles of game design, design session, and share out event, 2 h).

Day 3 - Gamification (escape rooms/treasure hunts)

- How to debrief play in the classroom;
- Testing problem-solving with riddles and enigmas;
- Inquiry-Based Learning: Explanation of the methodology;
- Quizzes, and writing effective and engaging questions;
- Activity: How to create an escape room/treasure hunt (physical/digital, 2h).

Day 4 - Playing with stories (interactive fiction and gamebooks)

- The importance of stories in game design;
- The structure of stories (setting, characters, plot)
- Activity: Playing by reading and writing interactive fiction (2 h).

Afternoon: Guided Szentendre Tour (approximately 13-17)

Day 5 - Final game jam

- Activity: Final game creation;
- Playing others' games and reports;
- Feedback and discussion
- Course evaluation: round-up of acquired competencies, feedback, and discussion.
- Awarding of the course Certificate of Attendance.

Day 6 - Cultural activities

- External cultural activities of participants' own choice.

