

GAME-BASED LEARNING AND GAMIFICATION IN EDUCATION



**Organisation ID:
E10384986**

 europexchangecentre

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 Torrox Costa, Malaga, Spain



www.europex-change.com



COURSE OVERVIEW

This course introduces teachers and education professionals to the principles and practices of game-based learning and gamification as tools for increasing student motivation, engagement, and participation. Participants will learn how to design learning activities that incorporate game elements such as goals, challenges, feedback, and rewards. The training combines theory with hands-on experimentation using both digital and non-digital games, helping educators create dynamic, interactive, and fun learning environments where students develop creativity, collaboration, and problem-solving skills.

COURSE OBJECTIVES

By the end of this course, participants will be able to:

- To understand the concepts of game-based learning and gamification in education.
- To explore how games enhance motivation, engagement, and retention.
- To design educational activities using game mechanics and storytelling.
- To use digital tools and apps that support gamified learning.
- To promote creativity, cooperation, and critical thinking through play.



LEARNING OUTCOMES

After completing this course, participants will be able to:

- Participants will understand how to integrate game principles into teaching.
- They will design engaging lessons and classroom activities using gamified elements.
- They will apply both digital and traditional games to achieve learning goals.
- They will improve classroom participation and student collaboration.
- They will develop a creative mindset toward innovative teaching practices.

DURATION:

5 Days

LANGUAGE:

English

SCHEDULE:

Monday to Friday

09:30 – 14:30
5 hours per day

OTHER SERVICES

- Beach front accommodation
- Airport transfers
- Local transport
- One day trips
- Documentation support
- Additional project assistance

CERTIFICATES

A certificate of attendance will be issued to all the participants at the end of the course.

TRAINING ACTION

Day 1

Introduction to Game-Based Learning and Gamification

- Understanding the difference between game-based learning and gamification.
- Why games work: motivation, engagement, and feedback loops.
- Examples of successful educational games and projects.
- Interactive icebreaker: learning through play.

Day 2

The Pedagogical Power of Play

- Cognitive and emotional benefits of learning through games.
- The teacher's role as designer and facilitator of playful learning.
- Analysing games for educational purposes.
- Reflection: identifying opportunities for gamification in your subject.

Day 3

Designing Gamified Learning Experiences

- Key game elements: goals, rules, challenges, points, levels, and rewards.
- Storytelling and narrative in educational design.
- Workshop: creating a simple classroom game.
- Peer feedback and improvement.

Day 4

Digital Tools for Gamified Learning

- Exploring digital platforms (Kahoot!, Wayground, Classcraft, etc.).
- Integrating apps and online resources into lessons.
- Combining digital and hands-on games for hybrid learning.
- Group activity: designing a digital gamified experience.

Day 5

Implementation and Reflection

- Strategies for introducing gamification sustainably in schools.
- Assessing learning through play.
- Sharing best practices and participant projects.
- Reflection, evaluation, and certification ceremony.

*Please note that program content may be subject to change based on input from our trainers.



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