InterAct

LEARNING PROGRAMME

Game-Based Learning and Gamification in Education

10-DAY COURSE

50 learning hours | Course programme

Game-Based Learning and Gamification in Education – 10-Day Course

Introduction and Description

This comprehensive 10-day teacher training programme is designed for educators who wish to integrate digital game-based learning, gamification principles, and playful pedagogies into their teaching practice. The course provides a theoretical foundation combined with extensive practical workshops, enabling participants to understand, design and implement gameful learning environments that support learner motivation, engagement and key competences of the 21st century, including creativity, collaboration, problem solving and entrepreneurial mindset.

Throughout the programme, participants explore essential concepts such as game thinking, player motivation, the anatomy of fun, game mechanics and dynamics, reward structures, challenge design, simulations, digital games for learning, and the pedagogical underpinnings of game-based learning. Emphasis is placed on the role of games in fostering meaningful learning experiences, supporting cognitive and socio-emotional development, and building key transversal competences.

Participants receive hands-on experience with digital tools and platforms that support game-based learning and gamification in education, including game creation tools (e.g., Scratch, Twine, Genially), classroom gamification environments, digital escape room builders, interactive storytelling platforms and European collaborative tools such as eTwinning and the European School Education Platform. They also engage in practical design labs where they prototype simple educational games, develop gamified lesson plans, and prepare collaborative game-based learning projects suitable for international implementation.

The course includes opportunities for individual support and mentoring to ensure that each participant adapts game-based approaches to their own subject area, educational level and local context. Attention is also devoted to the ethical, pedagogical and safety considerations of using digital games in the classroom, as well as strategies for inclusive design and accessibility.

The programme culminates in project presentations, reflective evaluation and planning for sustainable classroom implementation. By the end of the course, participants will be equipped with the knowledge, skills and practical resources necessary to confidently incorporate game-based learning and gamification into both digital and face-to-face learning environments.

Methodology and Assessment

The course employs an active, experiential methodology combining theory with hands-on exploration of digital tools, collaborative design labs and reflective practice. Participants learn through gameful activities, simulations, prototyping exercises, peer discussion and guided workshops, enabling them to experience game-based learning from the learner's perspective. Learning is supported through individual coaching and iterative development of a gamified activity or digital game prototype. Assessment is formative and continuous, based on reflective dialogues, peer feedback, observation of participation, and the quality and relevance of the final project. The emphasis is placed on practical application, creativity, alignment with pedagogical goals and the ability to integrate gameful strategies into authentic teaching contexts.

Learning Objectives

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

1. Conceptual Understanding

- Demonstrate a comprehensive understanding of game-based learning, gamification, serious games, game thinking, and simulations, and differentiate among these concepts in educational practice.
- Explain the pedagogical foundations of game-based learning, including theories of motivation, cognitive engagement, flow theory, experiential learning, mastery learning, and constructivist approaches.

2. Motivation & Engagement

- Analyse intrinsic and extrinsic motivation and apply motivation theories—including Self-Determination Theory—in the design of gameful learning activities.
- Identify and design balanced competitive and collaborative game structures that promote student engagement, social interaction and positive classroom climate.

3. Game Design & Gamification Skills

- Deconstruct the elements of games (mechanics, dynamics, aesthetics) and apply them to the design of gamified learning experiences.

- Develop effective reward structures, challenge systems, levelling models and narrative elements that align with learning objectives.
- Prototype simple digital and non-digital educational games using appropriate tools (e.g., Scratch, Twine, Genially).
- Create digital escape room activities, branching narratives and interactive tasks that enhance learner participation.

4. Practical Integration into Curriculum

- Design gamified lesson plans and learning sequences that address curriculum needs and promote 21st-century competences such as creativity, entrepreneurship, collaboration and problem solving.
- Integrate digital game-based learning tools and platforms into everyday classroom practice in a purposeful, pedagogically sound manner.
- Adapt game-based approaches for different age groups, subjects and learner profiles, including strategies for differentiation and inclusion.

5. Digital Collaboration & International Projects

- Use eTwinning, the European School Education Platform and other collaborative tools to implement cross-border game-based learning projects.
- Facilitate online collaborative challenges, quests, and gamified tasks with partner schools.

6. Assessment & Evaluation

- Apply appropriate tools and methods to assess learner progress in game-based contexts, including rubrics, self-assessment and gamified assessment strategies.
- Evaluate the effectiveness of game-based learning activities and gamification models through reflective practice.

7. Ethical, Safety & Accessibility Considerations

- Identify and address ethical issues related to digital games in education, including data safety, screen time balance, responsible competition and inclusive access.

- Apply principles of universal design and ensure accessibility for learners with diverse needs.

8. Professional Growth & Sustainability

- Plan how to sustainably incorporate game-based learning and gamification into their long-term teaching practice.
- Demonstrate increased digital competence, creativity, innovation and confidence as educators designing playful, student-centred learning environments.

Preparation

After registration participants will receive pre-course questionnaire which will be used by the trainer to learn about participants' teaching backgrounds and to assess their exact needs. Before the beginning of the course a basic reading list will be suggested to participants to prepare for the training. Participants will also be asked to prepare a presentation about themselves, their professional context and their culture. The presentation will be presented on the first day of the course to facilitate networking opportunities. Participants will receive information about the country they are going to visit in order to prepare them for their cultural experience.

Follow up

After the course participants will be asked to share what they have learned with the rest of the staff in their schools. Further books and articles to deepen the topic and contacts with some other practitioners all over Europe and in the world will be suggested by the trainer. The methods shared and explored and the bibliography given will allow the participants to complete and improve their educational path.

Certificate

Certificate complies with the guidelines of the Erasmus+ programme and includes the topic, number of didactic hours, dates and location of the course. We can list the record of learning outcomes on the Europass Mobility Document on request of participants. In case a participant requires a specific format of certificate we can accommodate that if

requested at least one week before the start of the course. It is necessary to attend at least 80% of the hours in order to receive the certificate.

Accommodation

We do not directly offer accommodation and subsistence and participants are responsible for organizing it by themselves.

Paperwork

We also provide all the support with paperwork you might need for your Erasmus+ project documentation such as mobility agreement and registration letter.

Fee: 800 €

Cancelation policy

We have a flexible cancellation policy in force at the moment and you can cancel your registration up to 30 days before the course and receive a full refund. In case you don't cancel the registration more than 30 days before you will not receive any refunds, but you will be able to choose to attend any other confirmed course session later (within 6 months) without any additional costs. In case you are not able to travel, your school can send someone else to take instead of you and you can change the details of the participant any time before the start of the course at no additional cost.

TENTATIVE PROGRAMME (50 didactic hours - 5*45min per day) Monday to Friday	
Day 1	Introduction, Group Building & Foundations
09.00 - 09.45	Introductions & Icebreakers
09.45 - 10.30	Course Overview & Learning Agreement
10.30 - 11.15	Playfulness in Learning
11.15 - 11.30	Break
11.30 - 12.15	Digital Game-Based Learning: Key Concepts

12.15 - 13.00	Examples of effective digital games used in education
Day 2	Game Thinking & Pedagogy
09.00 - 09.45	Game Thinking: Definitions & Applications
09.45 - 10.30	Games vs. Play vs. Gameful Experiences
10.30 - 11.15	The Learning Sciences Behind Games
11.15 - 11.30	Break
11.30 - 12.15	Pedagogical Models
12.15 - 13.00	Practical Micro-Activities
Day 3	Motivation & Engagement
09.00 - 09.45	Understanding Motivation
09.45 - 10.30	Competition & Collaboration
10.30 - 11.15	Player Types
11.15 - 11.30	Break
11.30 - 12.15	Digital Motivation Tools
12.15 - 13.00	Redesigning an ordinary classroom activity using motivation techniques
Day 4	Anatomy of Fun & Game Elements
09.00 - 09.45	The Anatomy of Fun
09.45 - 10.30	Game Elements
10.30 - 11.15	Simulations & Serious Games
11.15 - 11.30	Break
11.30 - 12.15	Case Studies
12.15 - 13.00	Hands-On Tasks
Day 5	Reward Structures & Challenge Design
09.00 - 09.45	Rewards in Learning
09.45 - 10.30	Reward Schedules
10.30 - 11.15	Designing Challenges
11.15 - 11.30	Break
11.30 - 12.15	Game Balancing

12.15 - 13.00	Hands-On Design Lab
Day 6	Gamification in Action: Designing Gameful Learning
09.00 - 09.45	Gamification Models
09.45 - 10.30	Gamifying the Classroom Ecosystem
10.30 - 11.15	Narrative & Storytelling in Gamification
11.15 - 11.30	Break
11.30 - 12.15	Digital Tools for Gamification
12.15 - 13.00	Gamifying a Lesson
Day 7	Digital Game Design for Educators
09.00 - 09.45	Game Design Basics for Teachers
09.45 - 10.30	Prototyping Game Ideas
10.30 - 11.15	Tools for Creating Simple Games
11.15 - 11.30	Break
11.30 - 12.15	Digital Escape Rooms
12.15 - 13.00	Building a Prototype
Day 8	Online Collaboration & European Learning Platforms
09.00 - 09.45	Collaborative Game-Based Projects
09.45 - 10.30	eTwinning and ESEP Tools
10.30 - 11.15	Online Gamification Tools for Collaboration
11.15 - 11.30	Break
11.30 - 12.15	Peer Review Using Game Mechanics
12.15 - 13.00	International Project Mini-Design
Day 9	Developing and fine tuning the course outputs
09.00 - 09.45	Tailoring gamified learning to real educational contexts
09.45 - 10.30	Addressing challenges related to curriculum, age, inclusiveness
10.30 - 11.15	Improving gameplay clarity, balancing difficulty, adding accessibility features
11.15 - 11.30	Break

11.30 - 12.15	Assessment of Learning in Game-Based Contexts
12.15 - 13.00	Ethical & Safety Considerations
Day 10	Individual Support, Presentations & Closing
09.00 - 09.45	Preparing the final presentations and individual support (part 1)
09.45 - 10.30	Preparing the final presentations and individual support (part 2)
10.30 - 11.15	Final presentations and feedback
11.15 - 11.30	Break
11.30 - 12.15	Evaluation & Reflection
12.15 - 13.00	Validation of learning outcomes and certification

*This is only a tentative timetable. The exact hours or the course might differ and will be announced for each session 2 weeks before the start. However, there will always be a total of 5 didactic hours per day and all will be in line with the Erasmus+ quality standards. The trainer might slightly modify the content in response to the needs of the group.
**Cultural and social programmes will be organized in addition to the academic programme. The exact cultural and social programme depends on the location, season, weather, etc.