


LEARNING PROGRAMME

# Game-Based Learning and Gamification in Education

## 5-DAY COURSE

25 learning hours | Course programme

# Game-Based Learning and Gamification in Education – 5-Day Course

## Introduction and Description

The 5-day intensive course is designed to introduce educators to the principles, pedagogical frameworks and practical applications of game-based learning and gamification, with a strong focus on digital tools, interactive design and contemporary learning theories. The programme provides a structured balance of conceptual input, hands-on experimentation and collaborative design, enabling participants to understand how games and gameful methodologies can enhance learner engagement, autonomy, creativity and core 21st-century competences across subject areas and educational levels.

Throughout the training, participants examine foundational concepts such as game thinking, motivation theories, the structure of fun, player types, reward systems, challenge design and the meaningful integration of game mechanics into learning sequences. Through practical workshops, educators engage with a range of digital tools—including game creation platforms, interactive storytelling environments, and digital escape room builders—learning how to design simple educational games and gamified activities that support curricular objectives and learner diversity.

The programme also explores the pedagogical potential of simulations, serious games and digital narratives for fostering inquiry, critical thinking, collaboration and problem solving. Participants learn how to intentionally design gameful learning experiences that promote intrinsic motivation and sustained engagement, while ensuring inclusive and ethical use of digital tools in educational contexts.

Additionally, the course offers opportunities to apply gamification frameworks to classroom ecosystems, to develop game-based lesson plans, and to explore online collaborative environments such as eTwinning and the European School Education Platform for the creation of cross-border gamified projects.

By the end of the programme, educators will have developed their own prototype of a digital game or gamified learning activity and will be able to confidently integrate game-based methodologies into their daily practice. The course supports teachers in enhancing digital competence, adopting innovative approaches to instruction and assessment, and creating meaningful, playful and learner-centred 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

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

## 1. Understanding Concepts & Theory

- Define and distinguish between **game-based learning**, **gamification**, **serious games**, **playful learning**, and **digital simulations**.
- Explain key pedagogical theories underlying game-based learning, including motivation theory (intrinsic vs extrinsic factors, Self-Determination Theory), flow theory, cognitive engagement and experiential learning.

## 2. Motivation, Engagement & the Anatomy of Games

- Identify and apply game elements (mechanics, dynamics, aesthetics), reward structures (points, badges, levels, XP), and challenge designs that support learner motivation and engagement.
- Evaluate the impact of competition, collaboration and different player types on learning processes and group dynamics.

## 3. Practical Digital Game-Based Learning Skills

- Use beginner-friendly digital tools (e.g., Scratch, Twine, Genially, LearningApps) to create simple educational games, interactive tasks or digital escape rooms.

- Incorporate digital narratives, branching pathways and simulations into lesson design to enhance inquiry, creativity and problem solving.

### 4. Designing Gamified Learning Sequences

- Create gamified lesson plans and classroom activities aligned with curriculum goals and learner needs.
- Apply storytelling, world-building and mission-based structures to support cross-curricular learning and 21st-century competence development.

### 5. Online Collaboration & European Platforms

- Use eTwinning and the European School Education Platform to plan or participate in international gamified learning projects.
- Implement online collaborative challenges, quests or interactive group activities using digital tools.

### 6. Assessment, Evaluation & Ethical Considerations

- Select appropriate assessment methods for game-based and gamified learning, including rubrics, self-assessment, cooperative evaluation and digital progress tracking.
- Identify ethical issues and implement safe and inclusive practices related to screen time, online engagement, accessibility and digital well-being.

### 7. Professional Growth & Sustainable Implementation

- Reflect on how game-based learning and gamification can enhance teaching practice and support learner autonomy and creativity.
- Develop an actionable plan for implementing game-based and gamified strategies in their own educational context.

## 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: 400 €

# 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 (25 didactic hours - 5*45min per day) Monday to Friday | |
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| 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 | Motivation, Game Elements & Engagement |
| 09.00 - 09.45 | Understanding Learner Motivation |
| 09.45 - 10.30 | Anatomy of Fun |
| 10.30 - 11.15 | Game Elements & Mechanics |
| 11.15 - 11.30 | Break |
| 11.30 - 12.15 | Reward Structures and Challenge Design |
| 12.15 - 13.00 | Transforming a Lesson into a Gameful Experience |
| Day 3 | Digital Game-Based Learning: Tools & Applications |
| 09.00 - 09.45 | Digital Games for Learning |
| 09.45 - 10.30 | Simulations & Serious Games |
| 10.30 - 11.15 | Game Creation Tools for Teachers (Beginner-Friendly) |

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| 11.15 - 11.30 | Break |
| 11.30 - 12.15 | Digital Escape Rooms & Interactive Narratives |
| 12.15 - 13.00 | Hands-On Practice |
| Day 4 | Gamification in Classroom Practice & Online Collaboration |
| 09.00 - 09.45 | Gamification Frameworks & Models |
| 09.45 - 10.30 | Narrative Design in Gamification |
| 10.30 - 11.15 | Online Tools for Gamification & Collaboration |
| 11.15 - 11.30 | Break |
| 11.30 - 12.15 | eTwinning & the European School Education Platform |
| 12.15 - 13.00 | Designing a Gamified Lesson or Mini-Project |
| Day 5 | 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.