

# GAMING IN ACTION

2018-1-TR01-KA204-059315



## AGENDA of the Online Event

- 1) Introduction and short presentation of the Project and the Partnership
- 2) Presentation of the results of the Project
- 3) Presentation of Scientific Articles – Topics for Discussion:
  - Game Based Learning and Gamification – Case Study
  - The Development of Digital Competences of Teachers
  - Influences of the Game-based Approach in Modern Education
  - New Educational and Social Challenges during Covid-19
- 4) Q & A Session
- 5) Closing Statements



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