

GAMING IN ACTION

2018-1-TR01-KA204-059315



AGENDA of the Event

Πέμπτη 24/06/2020, 17.00-19.00

1) Introduction and short presentation of the Project and the Partnership

2) Presentation of the Intellectual Outputs of the Project

- Development of a Training Course for Trainers.
- eBook with Apps and Pedagogical Practices using Game-based learning and Gamification in innovative pedagogical scenarios.
- Book about the reports of experiences and perceptions regarding the pedagogical practices.
- Scientific Paper: "Survey on the state of the art for each of the partner countries on experiences in Game-based learning and Gamification in innovative pedagogical scenarios".
- Scientific Paper: "Covering all the information the partnership gained from 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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