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209 Serious Game-based Learning in School - Best Practice Examples

Wednesday, November 2, 2011 01:15 PM

Motivation in school has become a core element. Our kids are growing up with digital media and games and we as teachers have to pick them up where they are at. Can games in schools be a potential factor for training, self-organized learning, or motivation? Are there appropriate serious learning games for teachers and students? Which game-based learning scenarios could be implemented and established in school, and are teachers qualified enough for game-based learning (GBL)? This session is about these, and many other questions.

Participants in this session will get the answers to many questions, and didactical solutions and best-practice examples for GBL in school. You'll learn about a university study-case with more than 100 practical examples for serious games in schools; a study from a big eLearning Cluster (more than 400 eLC-schools), and input from a national GBL Consulting Team of the Austrian Ministry of Education.

In this session, you will learn:

- Where to get didactial scenarios for serious games in school
- How to implement serious game-based learning within your lesson- and class-work
- How to implement GBL in school and work in teams with other teachers
- The kind of games that are unsuitable and didactically inadequate for learning or teaching in school
- How to establish teamwork and self-organized learning in connection with serious learning games

Audience: Intermediate and advanced teachers who want to implement didactical GBL and eLearning scenarios during their lesson and class-work, game developers who want didactical and instructional designs for serious games in schools, and parents and students who are interested in game-based learning.

Hubert Egger
Teacher Trainer & Consultant Ministry of Education
eLC bmukk Austria

Hubert Egger is a teacher and teacher trainer with degrees in Mathematics, Physics, and Information and Communications Technology (ICT) from the University of Innsbruck, Austria. He has taught students for more than 20 years, consulted with the Austrian Ministry of Education, headmasters, and project managers, and designed many Austrian and EU-projects (EPICT, eLC, eLSA, Intel, eFit, Learnie-Award, UTeacher, ICT, Career&Space …). As head of eLearning-Cluster-Vorarlberg and AG-Informatics at the Teacher-Training-Institut Feldkirch (PHV) he is a center for roll out and provision of services in Learning Content Management Systems (LCMS), serious game-based learning (GBL) and ICT curricula development in schools.

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