

Using games in education and training – Improving outcomes, motivation and autonomy

Group No: **167****Round 2**Type of visit:
Mixed**12/5/2014-16/5/2014**
Bydgoszcz, PolandWorking language:
EnglishNumber of places: **15**
Minimum required: **7**

Keywords:

- **innovative approaches**
- **personalised learning**
- **teachers' and trainers' qualifications**

Organiser(s):

SOBOCIŃSKI Mikołaj
English Department Uniwersytet
Kazimierza Wielkiego
Chodkiewicza 30
Bydgoszcz, 85-064
Tel. +48 523 40 16 87
Fax +48 523 40 16 87
Email: mik.sobocinski@gmail.com
Website: www.studyvisit2014.ukw.edu.pl

MOCHOCKI Michał

English Department Uniwersytet
Kazimierza Wielkiego
Chodkiewicza 30
Bydgoszcz, 85-064
Tel. +48 523 40 16 87
Fax +48 523 40 16 87
Email: michal.mochocki@gmail.com
Website: www.studyvisit2014.ukw.edu.pl

CATEGORY OF THEMES:

Supporting initial and continuous training of teachers, trainers and education and training institutions' managers

WHY?

Following our highly successful study visit in May 2012, we now want to hold a visit on using games in education and training: an innovative approach to curriculum/syllabus design and to learner's motivation, assessment and autonomy (employee's commitment and productivity at work). Implemented in learning or work environments, using games combats problems of low engagement and negative attitudes. The concept is applying game-design thinking to non-game applications to make them more fun and engaging. At Kazimierz Wielki University, we have used gamebased learning for a few years, and we entered a network involved in a higher education games project in 2012.

WHAT?

Participants will learn about:

- courses and grading systems at Polish universities, colleges and secondary schools;
- effects of national qualification framework on course and curriculum design;
- the idea of using games and its base in psychology, game studies and educational theory;
- education-games case studies and design principles;
- dangers and limitations of using games.

HOW?

Participants will:

- compare courses and grading systems between educational institutions;
- discuss ideas and expectations with teachers, students and heads of schools;
- compare motivation and autonomy techniques;
- discuss and design games solutions for specific learning and work environments;
- prepare guidelines for educators and HR managers.

WHOM?

- Company training managers,
- directors of education and vocational training institutions, centres or providers,
- head teachers, teacher trainers,
- heads of departments,
- human resource managers,
- owners/managers of SMEs,
- pedagogical or guidance advisers,
- representatives of education and training networks and associations,
- representatives of educational services, labour offices or guidance centres,
- representatives of local, regional and national authorities,
- researchers.

SHORT DESCRIPTION IN THE HOST COUNTRY'S LANGUAGE:

Grywalizacja jest w Polsce nowoczesnym, żeby nie powiedzieć nowatorskim, podejściem do organizacji zajęć i pracy. Tym bardziej kontrowersyjnym, że gros odpowiedzialności spoczywa na studentach czy pracownikach. Grywalizacja w firmie czy w procesie edukacji sprawdza się w dużym stopniu właśnie dzięki autonomiczności, która pozwala na znalezienie motywacji, rywalizacji, przygotowywania produktywnych i interesujących spotkań. Stosując grywalizację otwieramy się jednocześnie na nowe i stare jak świat tendencje. Z jednej strony stosowanie nowatorskich narzędzi oraz źródeł staje się łatwiejsze. Z drugiej strony bazujemy na podstawowych zachowaniach społecznych i psychologicznych uwarunkowaniach.

WWW.

www.studyvisit2014.ukw.edu.pl – www.ukw.edu.pl/strona/english – www.plb.pl/en
www.bydgoszcz.eu – <http://ptbg.org.pl>