

**GAME BASED LEARNING AND GAMIFICATION
EUNEOS COURSE PROGRAMME
March 17 - 23 2019, Tallinn**

Su 17.03.19 Welcome

15:00 – 17:00 Introducing Tallinn, walking tour

19:00 - 21:00 Welcoming dinner (restaurant will be announced)

Mo 18.03.19 Introduction

09:00 - 11:00 Course introduction and ice breaking games

11:30 - 13:00 Combining games and education - gamified presentation

14:00 - 15:30 Sharing personal stories and examples

16:00 - 17:00 Open workshop

Tu 19.03.19 Game Based Learning (GBL)

09:00 - 11:00 Strategies and sources for GBL

11:30 - 13:00 Teaching Economics with business simulators (<http://titan2018public.ja.org/>)

14:00 - 15:30 Learning languages with Adventure games (<http://htk.tlu.ee/melange/>)

16:00 - 17:00 Open workshop

We 20.03.19 Gamification

09:00 - 11:00 Gamification process and examples

11:30 - 13:00 Gamification workshop

14:00 - 15:30 Course or class design with gaming elements

16:00 - 17:00 Open workshop

Th 21.03.19 Design Based Learning

09:00 - 11:00 Serious game design process. Idea generation workshop

11:30 - 13:00 Game concept design workshop

14:00 - 15:30 Gameplay design workshop

16:00 - 17:00 Open workshop

Fr 22.03.19 Virtual (VR) and Augmented Reality (AR) Learning

09:00 - 11:00 Formats and examples of VR and AR learning

11:30 - 13:00 Visit to VR lab / GPS art

14:00 - 15:30 Closing ceremony (certificates and feedback)

16:15 - 19:30 Visit to the final presentation of Design of Game Assets Course of Digital Learning Games master's programme (<http://dlg.tlu.ee/>) OPTIONAL

Sa 23.03.19 Closing

10:00 - 12:00 Playing MAR Tallinn Towers Game (www.slideshare.net/martinsillaots/tallinn-towers)

12:00 - 13:00 Lunch (optional, at own cost)

13:00 - 15:00 Cultural sights (optional, guided on demand)