

# GAMES + *in Schools*

**MOOC STARTING ON 14 OCTOBER 2019**

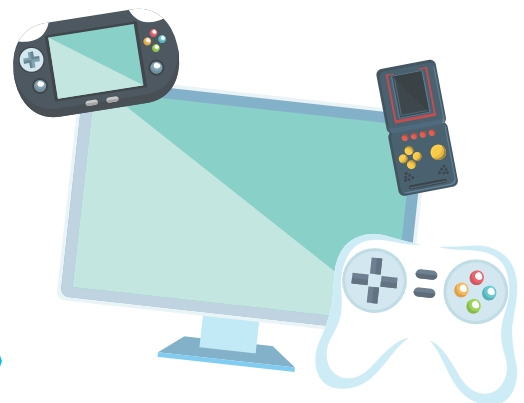
## Why Games in Schools?

Digital gaming has become increasingly popular among young people, ever since its emergence several decades ago. While gaming was often associated with negative stereotypes in the beginning, recent research suggests that games can provide a wide range of personal and educational benefits for students. Therefore, teachers and other educational stakeholders have begun to explore gamification as a way to foster learning and student engagement.

This MOOC will provide insights into the most current research, trends and resources around game-based learning and it will examine the opportunities, but also the challenges that come with integrating games in educational settings. In addition, the course will provide practical examples of gaming tools and activities that can be used in daily teaching practice, enabling teachers to introduce game elements in their classrooms to enhance teaching and learning.

## What will you learn?

- 1 what playful learning is
- 2 why playful learning is relevant for educators
- 3 how games elements can enhance teaching and learning
- 4 how to embed games in classroom practice for teaching, learning and assessment



## When will the course run?

The course will be divided into 6 modules and run for a period of 7.5 weeks



**Start date:** 14 October 2019  
**End date:** 4 December 2019

## Who is it for?



Teachers, Heads of schools, teachers in training, or anyone interested in game-based learning!

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