

GAMEiT in a Nutshell



Mission Statement:

"We aim to identify, collect, test, and distribute good practice in game based learning (GBL). Our project will result in a framework of game based learning pedagogy."

Starting Point:

Learners' study time in the 21st century often competes directly with very engaging recreational activities such as social networking or video games. As a consequence, learning environments and teaching methods, too, need to be made more creative, innovative and motivating. The GAMEiT project builds on a pedagogic model from the European funded project VITAE (<http://www.vitae-project.eu>). The VITAE model demonstrated how new learning methods based on Kolb's learning circle, Internet and Communication Technology (ICT) and particularly the web 2.0 tools can be integrated in Technical and Vocational Education and Training (T-VET) teaching. The GAMEiT project is targeted at teachers, trainers, and multipliers and will empower them to design learning environments and teaching methods which are more creative, innovative and motivating by including game based learning elements and engaging the learner.

Outcome:

- a handbook describing good practice concerning the successful integration of game based learning pedagogy in regular courses.
- a teacher training course based on pilot runs in partner countries. The course will enable teachers to adapt their present teaching materials into a game based scenario or format. The project will develop teaching materials for pilot test runs in order to demonstrate the use of game based learning materials.

Impact:

- The pilot courses and their results will have a direct impact on teachers and educational institutions involved in the GAMEiT trial runs. After the end of the project period the GAMEiT teacher training course and handbook will be available to European T-VET organisations.
- Further impact will be obtained via the electronic learning platforms through which the courses will be marketed after the project period, and which will also function as learning materials archives, FAQ databases and hotline for teachers working with adapting their teaching materials into the new game based learning format.

Project Website: <http://www.projectgameit.eu>

Project Partners: CV2 (Denmark), ZAXIS (Denmark), IED (Italy), NADE (Norway), University of Stavanger (Norway), University of Bournemouth (UK), University of Applied Sciences Koblenz (Germany)

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