



VIDEOGAMES  
FOR TEACHERS



## CONTEXT

The Commission's Communication Opening up Education highlighted that, between 50% and 80% of students in EU countries never use digital textbooks, software, simulations or learning games as tools to learn.

Also most of the teachers do not consider themselves as 'digitally confident' or able to teach using digital solutions at their full potential, even if a high percentage is interested in using innovative digital based approaches.

Within this framework Videogames and Apps are the two technological assets for which there is the highest gap between the existing and potential educational added value and the capacities of teachers to make full use of it.

## AIM

The project aims to:

- Investigate the state of art as far as educational videogames are concerned, analysing their didactic potential and provide teachers with the skills to quickly adapt their teaching methods and contents to make full use of them.
- Provide future teachers with a comprehensive reflection on the innovation of didactic methods through the use of videogames and ludic apps for mobiles.
- Provide future teachers with the basic knowledge of programming languages in order to make them autonomous in developing simple educational videogames and apps for mobile.





## TARGET GROUPS

Future teachers need to:

- Develop a picture of the actual state of art as far as educational videogames are concerned.
- Develop the skills to follow the evolution of educational videogames and apps and quickly adapt their teaching methods and contents to make full use of them.
- Access to methodological, pedagogical and skills assessment aspects of the use of videogames and apps in educational contexts.

## EXPECTED RESULTS

The expected projects results include:

- Online database of educational Videogames and mobile apps as well as commercial Videogames and Apps that have a clear and strong educational potential.
- Guide for future teachers on how to use videogames and apps for educational purpose, also in traditional teaching contexts.
- E-learning based training package providing future teachers with the basic knowledge of programming languages and authoring tools in order to make them autonomous in developing educational videogames and apps for mobile learning.

# Partnership



7 partners from 5 different European countries are involved in the project:

University of Valencia (Spain)

Xano Channel (Spain)

FH JOANNEUM Gesellschaft mbH (Austria)

Hellenic Open University (Greece)

Pixel Associazione (Italy)

Accademia Di Belle Arti Di Brera (Italy)

Kaunas University of Technology (Lithuania)

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