

Gamelearn project – 2nd article

What is game-based learning?

It is an active learning technique which is based on games to enhance learning and keep students motivated. Borrowing certain game principles, they are applied to real-life contexts to engage students. In this methodology it is stated that learning from the game promotes critical thinking and problem-solving skills.



Why are we so interested in this type of learning?

From the point of view of the constructivism, play is important for people's cognitive development from an early age and constitutes the most appropriate conceptual framework to guide the design of effective play-based learning opportunities.



In our project, the idea is to integrate technologies already at the service of teachers with the innovative methodology of game-based learning, since in recent years the digital component has become essential for education. In this way, if a teacher decides to opt for the use of digital educational games, in addition to the use of Information and Communication Technologies (ICT), the methodology of

game-based learning is also used, so that the student works digital literacy. All this constitutes a great resource for students to learn in a different and fun way.

What does it bring to students and teachers? How to apply it?

For a teacher, engaging students and motivating them with a method that teaches them the necessary skills is the foundation of a successful education; This is how game-based learning brings many benefits to students. The most important is that digital learning tools have the potential of being customized to fit the abilities of students individually and can engage them with interactive tasks and simulate real-life situations. We must not forget that learning based on games through ICT encourages autonomous work by students, and at the same time they have fun learning.



But there it is a new challenge for the teacher, it lies in the difficulty of measuring or assessing the degree to which the student's learning has been achieved, since said learning has been defined as implicit. Therefore, in this project, a student-oriented curriculum will be created for the learning areas with unsatisfactory results; hence, the curriculum is also equipped with some practical tools that will guide teachers in its implementation and thus evaluate

student learning.

Besides, we cannot ignore the so-called digital gap. This term refers to the separation that exists regarding the management and mastery of digital devices between students of the 21st century (digital natives) and teachers who have not grown-up handling them (digital immigrants). This gap can turn the desired autonomy of the student into a matter of losing control of the class. To avoid this, one of the fundamental aims of this project is to train teachers to learn the theory behind game-based learning and how to apply it to their own teaching. Because the role of the teacher in this type of learning not only acts as a teacher, but also as a guide and coach.

Ultimately, the goal of this project is helping and supporting teachers to play this method and undermining teachers' fear of losing control of the class.

What benefit does it bring us?

The integration of recreational activities in the school context provides many advantages like:

- Facilitates the acquisition of knowledge and the development of higher cognitive abilities
- It stimulates the teaching-learning sessions, maintains and increases the interest of students in them and increases their motivation to study
- It favours the development of creativity, perception, and emotional intelligence, and increases self-esteem.
- It motivates the student by capturing her attention and providing an attractive, interesting, and playful environment.
- Students who get worse grades tend to improve their academic performance.
- Development of reflective thinking and reasoning.
- Development of the skills necessary to resolve conflicts or problematic situations.

Dissemination



European
Commission

results will be published on the project website available at this link.

<https://www.gamelearnproject.eu/partners>