

BIBA

Course “Game based learning – a way of increasing engagement and motivation”

Bremer Institut für Produktion und Logistik GmbH an der Universität Bremen, Bremen (Alemania)



Programa detallado del período de movilidad:

Monday 01.02.2016

9:30 Arrival and welcome session

Introduction to how to make a serious game for a course (based on existing course)

Discussion on the game you want to start to design for your classes at home

12:30 lunch

13:30 LM-GM and ATMSG- two methods on connecting Learning and game mechanics

15:30 Basic concept of game to design and build

17:00 End of class

Tuesday, 02.02. 2016

9:00 Introduction to Unreal engine and examples of games- we get to know the elements -

12:30 Lunch

13:30 More unreal- Hands on and analysis of modding possibilities

17:00 End

Wednesday, 3.2.2016

9:30 Unreal components and what you need for your game-analysis

12:30 Lunch

13:30 Prototype development and testing

17:00 End

Thursday, 4

9:00 Implementation and testing of the game concept,
Digital Prototype development, first steps

12:30 Lunch

13.30 More work on the game

17:00 End

Friday, 5.2.2016

9.00 Last work on the prototype

11.30 Presentation of prototype and discussion of next steps,
Summary and feedback

13.00 Lunch

Experience the city centre

Or visit a gaming class.

Departure