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GAME-iT

2009-1-DK1-LEO05-00962

http://www.adam-europe.eu/adam/project/view.htm?prj=10315

Projektinformationen

Titel:	GAME-iT
Projektnummer:	2009-1-DK1-LEO05-00962
Jahr:	2009
Projekttyp:	Innovationstransfer
Status:	bewilligt
Land:	DK-Dänemark
Marketing Text:	Promovierung der motivierenden Aspekten bei Verwendung der interaktiven Medien in Klassenzimmern.

Zusammenfassung:

In the Bordeaux Communiqué EU ministers of education agree that the cooperation process launched in Copenhagen, 2002 has proved effective. However, the ministers also agreed that to achieve the goals set for 2010 in the Lisbon Strategy, a number of major challenges must be tackled. Among these are the T-VET teaching methods which need to be made more creative, innovative and motivating, and teacher training in the use of the new methods must be developed.

GAMEiT will answer just those needs: It will build on a pedagogic model from the LdV project VITAE. The VITAE model showed how new learning methods based on Kolb's learning circle, ICT, and the new web 2.0 tools could be integrated in T-VET teaching. The model was tested in pilot courses which were received enthusiastically by the participating teachers, but the VITAE project also demonstrated a need for a wider range of courses/pedagogic models based on the use of new technology. Therefore, the GAMEiT project will add creativity and innovation to the VITAE model to make one that builds on game based learning.

Project outcomes:

A teacher training course tested in pilot runs in all partner countries. The course will enable teachers to adapt their present teaching materials into game based/scenario based format

Teaching materials developed for the pilot test runs and subsequent courses demonstrating the used of game based learning materials

Electronic learning platforms in the partner countries through which parts of the courses will be delivered, and which will also function as hotline and resource databases.

A handbook describing exactly how game based learning pedagogy can be included in T-VET teaching.

The project will have direct impact on the teachers and educational institutions involved in the GAMEiT trial runs, and after the end of the project period on the regular GAMEiT courses. 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 format.

Beschreibung:

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:

Projektinformationen

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a handbook describing good practice concerning the successful integration of game based learning pedagogy in regular courses.
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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:
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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.
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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)
Contact: Tove Ingerslev, ti@dv2.dk Programme Manager, CV2

Themen:	*** Arbeitsmarkt *** IKT *** Lebenslanges Lernen *** Weiterbildung * Fernlehre * Chancengleichheit
Sektoren:	*** Information und Kommunikation *** Erziehung und Unterricht ** Erbringung von Sonstigen Dienstleistungen ** Kunst, Unterhaltung und Erholung
Produkt Typen:	Lehrmaterial Homepage
Produktinformation:	Download the project handbook from the project homepage
Projektwebseite:	http://www.projectgameit.eu/

Vertragnehmer

Name:	CV2, Viden Djurs
Stadt:	Grenaa
Land/Region:	Arthus Amt
Land:	DK-Dänemark
Organisationstyp:	Weiterbildungseinrichtung
Homepage:	http://www.videndjurs.dk

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Partner

Partner 1

Name:	The University of Stavanger
Stadt:	
Land/Region:	Vestlandet
Land:	NO-Norwegen
Organisationstyp:	Universität/Fachhochschule/Akademie
Homepage:	http://uis.no

Partner 2

Name:	Fachhochschule Koblenz, University of Applied Sciences
Stadt:	
Land/Region:	Rheinland-Pfalz
Land:	DE-Deutschland
Organisationstyp:	Universität/Fachhochschule/Akademie
Homepage:	

Partner 3

Name:	Zaxis
Stadt:	Copenhagen
Land/Region:	Kobenhavns Amt
Land:	DK-Dänemark
Organisationstyp:	KMU - Klein- und Mittelunternehmen (bis zu 250 Mitarbeiter)
Homepage:	http://zaxis.dk

Partner 4

Name:	University of Bournemouth
Stadt:	
Land/Region:	Hamshire, Isle of Wight
Land:	UK-Vereinigtes Königreich
Organisationstyp:	Universität/Fachhochschule/Akademie
Homepage:	http://bournemouth.ac.uk

Partner

Partner 5

Name:	Norwegian Association for Distance and Flexible Education
Stadt:	
Land/Region:	Oslo Og Akershus
Land:	NO-Norwegen
Organisationstyp:	Verband/nicht regierungsgebundene Organisation
Homepage:	http://nade-nnf.no

Project Tags

The project belongs to the following group(s):

Best Projects (http://www.adam-europe.eu/adam/thematicgroup/MMVII)