



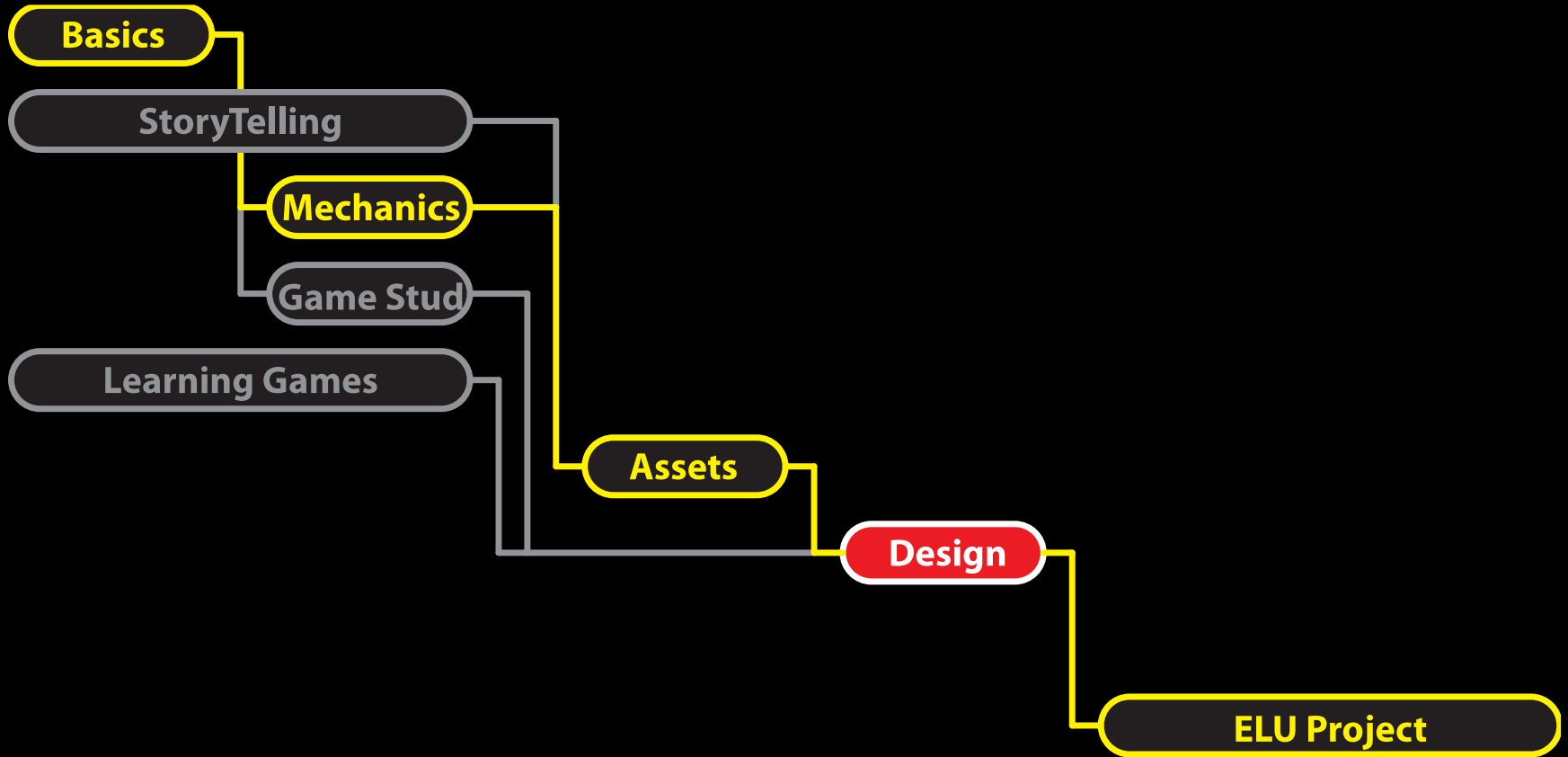
# Learning Game Design

**Intro**

Martin Sillaots

# 0

# Road Map



# Course Objectives

Integrate **instructional design** with  
**game design**

# Learning Strategies

Learning through teaching

# Course Schedule and Content

- 1) **Apr 6** – Educational Game Design Theory and Process
- 2) **Apr 13** – Learning Needs and Objectives
- 3) **Apr 20** – Learning Content
- 4) **April 26-28** – Teaching
- 5) **May 5** – Learning Materials and Evaluation
- 6) **May 11** – Assessment

# Assignments

- **Teacher's** profile
- Educational game design **process**
- Educational (learning) **problem**
- **Learners'** profile
- Learning **objectives**
- Learning **content**
- Learning (game) **activities**
- Lesson **plan**
- **TEACHING**
- **Reflection** and self evaluation
- Learning game **prototype**
- **Testing** learning game prototypes

# Teaching



[www.euneoscourses.eu](http://www.euneoscourses.eu)

Game-Based learning course about theory and practice of Serious games & Gamification

[www.euneoscourses.eu/?p=142](http://www.euneoscourses.eu/?p=142)



# EUNEOS: GBL and Gamification

- **Apr 26 – Design Based Learning**
- 09:00 – 10:30 **Project based learning** – students making serious games
- 10:45 – 12:15 **Serious games design workshop** – generating ideas for a new serious games and game concept
- 13:00 – 16:00 **Serious games design parallel mini-workshops** – designing different aspects of a serious game or GBL examples
- **Apr 27– Gamification**
- 09:00 – 10:30 **Gamification in education** – gamified presentation about gamification and examples
- 10:45 – 12:15 **Gamification workshop** – group work for designing gamified learning activity
- 13:00 – 15:30 **Overview of Estonian Educational System** (PISA test results, Digital Turn, etc.)
- 15:30 – 16:00 End of the course
- **Apr 28 – Time to play**
- 11:00 – 13:00 **Game of Towers** – MAR guided tour in Tallinn old town



## Learning Game Design 2018

On Fridays 16:15 – 19:45  
in M543

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### Group members



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## Learning Game Design 2018



**Owner:** Martin Sillaots  
Group members: 3

### Description:

#### 1) Apr 6 – Educational Game Design Theory and Process

P0: Introduction

P1.1: Theoretical background

A1.1: Teachers' personas

A1.2: VARK test

P1.2: Educational Game Design Process

A1.3: Instructional and game design process integration

H1: Form teams and specify a problem

#### 2) Apr 13 – Learning Needs and Objectives

A2.1: Presentation of a problem and a team

P2.1: Analysis of learning needs

A2.2: Creating a learners profile(s)

P2.2: Learning Objectives = Game Challenges

H2: Define learning objectives for a learning game

#### 3) Apr 20 – Learning Content

A3.1: Presentation of learning objectives

P3.1: Learning content design

A3.1: Learning content structure

P3.2: Learning Activities

A3.2: Combine learning and game activities

P3.3: Lesson plan

H3: Plan your teaching activities

# Learning Environment

- iCampus [htk.tlu.ee/icampus/](http://htk.tlu.ee/icampus/)
- Register \*
- Join with a group **Learning Game Design 2018**
- Create your user profile \*
  - Name
  - Icon
  - Contacts
  - Intro

# Evaluation

Submission of all assignments

+

Assessment

[prototype testing]

**Let's begin!**

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