

4. Learning games and virtual environments supporting the renewal of teaching and learning (LEVI)

Från: Lauri Pirkkalainen Ämne: Learning games and virtual environments supporting the renewal of teaching and learning (LEVI)

Organisation: Konnevesi High School

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Short summary:

Providing support for finnish teachers (primary, secondary) on how to make best use of ICT in learning. Including tablets, learning games etc.

Projekt hemsida: <http://www.peda.net/veraja/konnevesi/lukio/opphanke2010/engl>

Slide share: <http://konnevedenlukio.onedu.fi/verkojulkaisut/zine/33/cover>

Summary

Starting from a small project funded by the national board of education in Finland to a large scale initiative that was refunded because of the big impact in finnish schools.

Arranges annual seminars that grew to one of the biggest ICT in learning events in Finland. The last seminar had almost 400 participants, including all major companies in the field, researchers, initiatives and most importantly, teachers and students.

Argument för nominering:

The project has several aims. One of those is to build a central place to find recommendations for teacher/student-selected learning games throughout curriculum and age levels.

This selection of games has had bigger success in Finland than related OER search engines etc because those are hand-selected and evaluated for teachers (to present the best ones to use).

The second part is the use of virtual worlds in education. Focusing on second life, the project does real projects within schools to turn the learning experience to something useful within these environments that often fail. <https://www.youtube.com/watch?v=mDF-AD9R6jo>

Networking is a key part of the project. Konnevesi High School that coordinates the project runs full day seminars annually to all relevant stakeholders in ICT in learning. These seminars have grown in size everytime. The students of the school are in charge of the organization of the seminar and are paid for it. This introduces them to new kinds of event organization already at an early stage. The seminars have been an important driver for finnish ICT in learning. The project was just refunded for next 3 years as the biggest initiative by the national board of education.