

Learn through games

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Projekt namn: Learn through games

Short description:

Learn through games is a gamebased learning idea. The project has produced a quiz app that will make learning easier and more fun. The project supports game thinking and game mechanics with methodology for non game contexts. It use short term incentives and define long term goals. The goal is to engage users and participation. The project will combine driving force in games with demands of the curriculum.

Project webpage: <http://www.laragenomspel.se>

Slide share: <http://www.laragenomspel.se>

Short summary and magnitud:

Possibilities for pupils to attain their goals. What? A quiz app that will make learning easier and more fun! How? Combine driving force in games with the demands of the curriculum. Teachers and pupils together creating engagement about learning.

Most important is that teachers do not get the idea that they can just use the app without further notice. They must in fact fill in the content and then be able to benefit from it. This requires time and effort.

Project website: <http://www.laragenomspel.se>

Argument for nomination:

The project creates more possibilities for pupils to attain their goals.

It is a quiz app that will make learning easier and more fun.

Combine driving force in games with the demands of the curriculum

Teachers and pupils together creating engagement about learning.

The idea is scaleable around all Boldic countries.

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