

E4ALL

More attractive and inclusive
education for all generations

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Game based learning

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inclusion | games | education



Game-based learning vs gamification (definitions)

Game based learning

achievement of defined learning outcomes through game content and play and enhancing learning by involving problem-solving spaces and challenges that provide learners, who are also players, with a sense of achievement (Krath et al)

Gamification

- the use of game design elements in non-game contexts (Deterding et al. 2011)
- integration of game elements and game thinking in activities that are not games (Kiryakova et al)

General rule for games in game based learning



Types of games (materiality)



Photo by [Folu Eludire](#) on [Unsplash](#)



Photo by [Marvin Meyer](#) on [Unsplash](#)

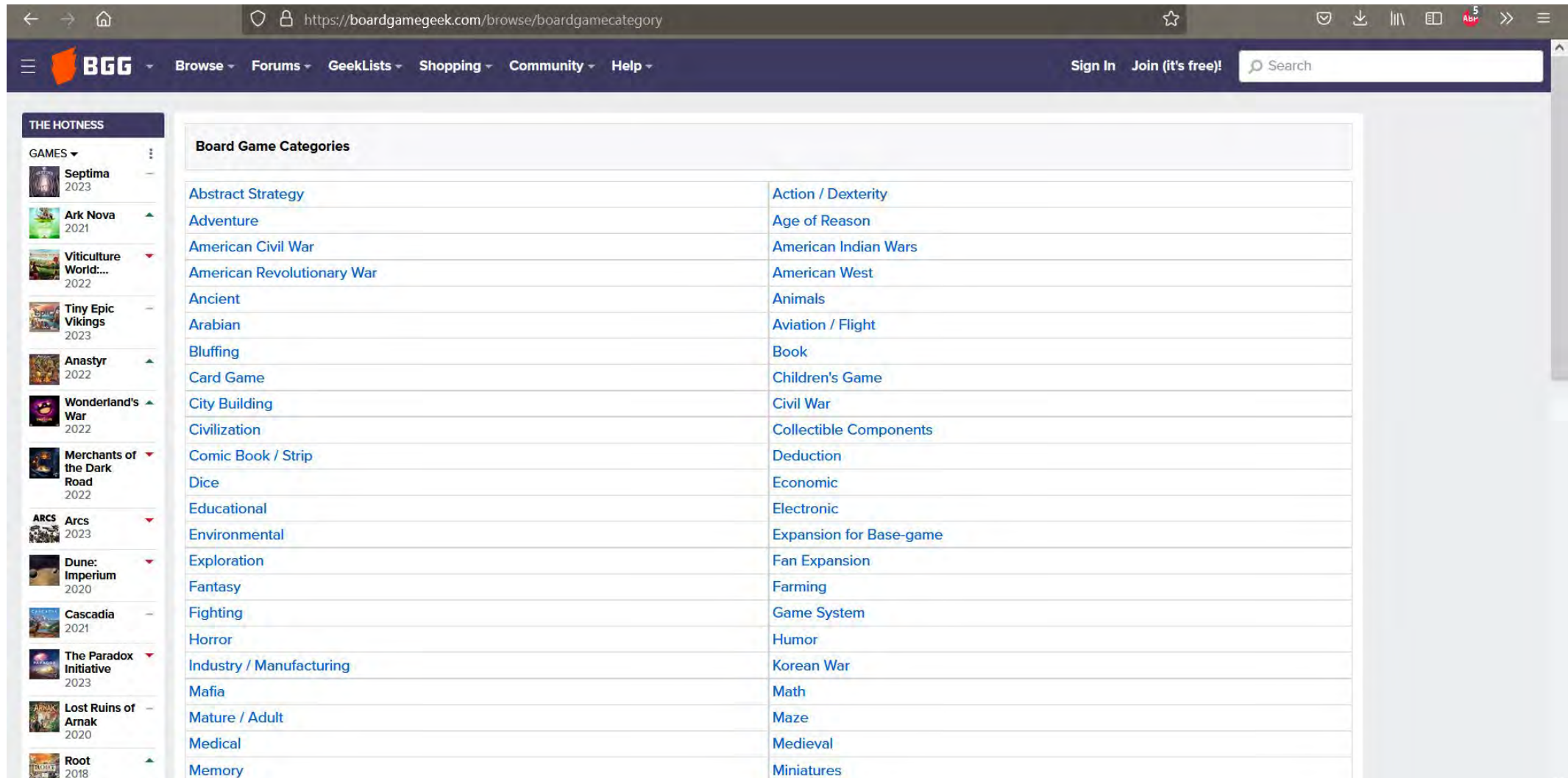


Photo by [Artem Kniaz](#) on [Unsplash](#)



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Game categories



The screenshot shows the Boardgamegeek website's 'Board Game Categories' page. The browser address bar displays 'https://boardgamegeek.com/browse/boardgamecategory'. The site's navigation bar includes 'BGG', 'Browse', 'Forums', 'GeekLists', 'Shopping', 'Community', and 'Help'. A search bar is located on the right side of the navigation bar. On the left sidebar, under 'THE HOTNESS', a list of games is shown, including 'Septima 2023', 'Ark Nova 2021', 'Viticulture World... 2022', 'Tiny Epic Vikings 2023', 'Anastyr 2022', 'Wonderland's War 2022', 'Merchants of the Dark Road 2022', 'ARCS Arcs 2023', 'Dune: Imperium 2020', 'Cascadia 2021', 'The Paradox Initiative 2023', 'Lost Ruins of Arnak 2020', and 'Root 2018'. The main content area is titled 'Board Game Categories' and features a grid of 20 category links arranged in two columns. The categories listed are: Abstract Strategy, Adventure, American Civil War, American Revolutionary War, Ancient, Arabian, Bluffing, Card Game, City Building, Civilization, Comic Book / Strip, Dice, Educational, Environmental, Exploration, Fantasy, Fighting, Horror, Industry / Manufacturing, Mafia, Mature / Adult, Medical, Memory, Action / Dexterity, Age of Reason, American Indian Wars, American West, Animals, Aviation / Flight, Book, Children's Game, Civil War, Collectible Components, Deduction, Economic, Electronic, Expansion for Base-game, Fan Expansion, Farming, Game System, Humor, Korean War, Math, Maze, Medieval, and Miniatures.

Board Game Categories	
Abstract Strategy	Action / Dexterity
Adventure	Age of Reason
American Civil War	American Indian Wars
American Revolutionary War	American West
Ancient	Animals
Arabian	Aviation / Flight
Bluffing	Book
Card Game	Children's Game
City Building	Civil War
Civilization	Collectible Components
Comic Book / Strip	Deduction
Dice	Economic
Educational	Electronic
Environmental	Expansion for Base-game
Exploration	Fan Expansion
Fantasy	Farming
Fighting	Game System
Horror	Humor
Industry / Manufacturing	Korean War
Mafia	Math
Mature / Adult	Maze
Medical	Medieval
Memory	Miniatures

Screenshot of [Boardgamegeek](https://boardgamegeek.com)

Why to use games



Image 1: Created based on <https://www.plushnuggets.com/2019/02/19/the-4-freedoms-of-play/>

Image retrieved from [Training guide on Game-based education and activities for fostering gender equality](#)

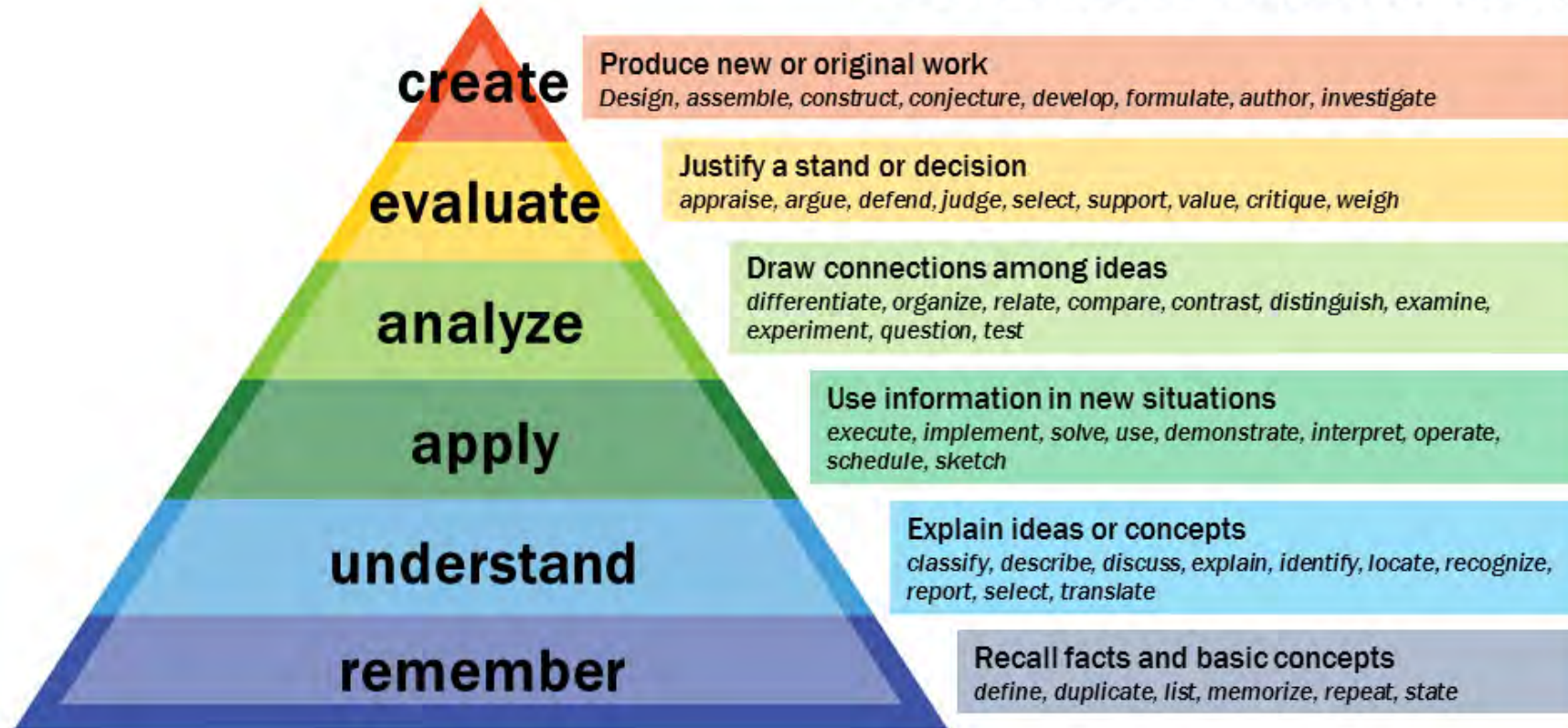
Designing game based experiences



Image retrieved from [Training guide on Game-based education and activities for fostering gender equality](#)

Bloom's taxonomy in games

Bloom's Taxonomy



Learn more on games and education

- [Board game categories](#), Board game geek website
- [Training guide on Game-based education and activities for fostering gender equality](#), developed under FLYie Erasmus + Project
- Armstrong, P. (2010). Bloom's Taxonomy. Vanderbilt University Center for Teaching. Retrieved [today's date] from <https://cft.vanderbilt.edu/guides-sub-pages/blooms-taxonomy/>.
- [Qdesign pack](#) games and learning
- [Playful insights to game based practices in 7 countries](#), developed under Youth for Youth Erasmus + project

And if you need more resources please do not hesitate to contact us 😊





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THANK YOU!

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