

Teaching and Research Unit for the Didactics of Arts and Technology
Teaching and Research Unit for the Didactics of Musical Psychology and Pedagogy
International Research Lab in Didactics of Arts and Technology (CREAT)

2021 INTERNATIONAL WEBINAR PROGRAMME

Serious games
creativity and innovation
in education

hep/ haute
école
pédagogique
vaud



WE ARE VERY PLEASED
TO WELCOME YOU TO OUR
INTERNATIONAL WEBINAR.

WE WISH YOU FRUITFUL
DISCUSSIONS ON SERIOUS
GAMES, TEACHING AND
LOADS OF LEARNING
FROM ONE ANOTHER.

*Save your best smile
for April 26th*



Introduction

Learning with games can be considered the application of a philosophy whereby individuals and groups are encouraged to learn using a wide range of methods at their own pace.

During this International Webinar, we will introduce you to the many different facets of learning with games.

We will explore the various types of educational games that have been and are being developed and gives you an occasion to create your own.

Programme

Date: Mondays from **April 26th** to **June 7th**, 2021
(May 24th is reported to Tuesday 25th).

Time: from 17 h 45 to 20 h 15.

Workload: 3 credits ECTS
(75 to 90 hours of work, sessions included).

Before April 26th

Test the game you received by post with your class, otherwise with other children or friends. Analyse its pedagogical objectives, uses and results. You can adapt it and change the rules. If you were not able to test this game, please do the exercise with another game of your choice.



1 April 26th WELCOME

*Please join the session before 17h45 to test connection.
Organization, plan work groups and presentation of participants.*

Game based learning

by Florence Quinche

- Why play games in education and learning?
- Can games in education promote the child's development?
- What are the possible contributions of play in teaching creative activities?

Discussion

5

2 May 3rd CREATION AND GAMES

An art game to play at distance

by Tilo Steireif

In this activity you will participate in a painting and drawing game, using the notions of rules and chance to encourage creativity.

Required material: cardboard (2 A4), color pencils or painting, or painting, large sheet of paper (A3 min), cutter or scissors, a 50 cm string, a chair.

Discussion





2

Games to foster creativity

by Myriam Valet

Discussion

Interactive multimedia books in art education

by Florence Quinche

Discussion about game creation projects

(presentation of first ideas)

3

May 10th GAMES AND ADAPTATION TO SPECIAL NEEDS CHILDREN

Discussion about the movie on game adaptation,

with Véronique Aenishanslin Brahim,

Mariza Freire and Seraina Terny

Activity: adapt a game, a practical activity, for children
with special needs (UNO, Memory, Helvetiq, etc.),
with Nadine Giauque and Jennifer Malsert

Presentation of adaptations and discussion

A game to learn about DYS

by Claire Matti

4 May 17th SUSTAINABILITY GAMES

Teaching sustainability

by Alain Pache

Questions

Activity: choose a game to present, explain why you find it interesting and how would you use it in your school. Find links with your teaching topics.

Discussion with specialists of sustainability

Present briefly a 3 min pitch of your game project

5 May 25th GAME FORUM

Presentation of games

created by students, teachers or educators:

A game to learn programming *by Christian Blanvillain*

Building games in a Fablab? *by Engin Bumbacher*

Buzanglo: a game to prevent racist stereotypes

by Cassandre Poirier-Simon and Jean-Pierre Tabin

Play Lü: Move and Learn *by Cédric Roure*

A video game to teach history *by Rémy Schaffter*

Role playing games at school *by Grégory Thonney*

+ 2 mystery guests

Discussion



6 May 31st VIDEO GAMES

Learning and creating with videogames

by Florence Quinche

- How could video games be integrated in education ?
- What is the difference between serious games and serious gaming ?
- What do we take in account to include this type of games in the classroom ?

Several examples of pedagogical uses of video games in teaching and learning will be discussed.

Discussion

Create and program your own video game with Scratch

by Julien Bugmann and Denise Sutter-Widmer

Discussion

Activity: imagine your own serious gaming scenario for a game of your choice, Minecraft, Sims, Sim city or any game you know. Post it on the online forum.

Discussion

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7 June 7th FINAL PRESENTATION OF CREATED GAMES

Presentation of each group game and discussion

Conclusion

Student's feed-back on the programme

Participants

Sara Emil Baaring UC Syd, Haderslev, DA
Louise Melgaard UC Syd, Haderslev, DA
Nicole Stein Petersen UC Syd, Haderslev, DA
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Organized by

Florence Quinche

Audio-visual Production Unit and Art and Technology Unit, HEP Vaud

with the support of

Barbara Lingel and Charlotte Vidal Kränzlin

International relations and mobility Unit, HEP Vaud

With the participation of

- Véronique Aenishänslin Brahim** Educational centre for visually impaired students, CPHV, Lausanne
- Helen Bieri Thomson** Director, Swiss National Museum, château de Prangins
- Christian Blanvillain** Media, digital uses and computer science Unit, HEP Vaud
- Julien Bugmann** Media, digital uses and computer science Unit, HEP Vaud
- Engin Bumbacher** Media, digital uses and computer science Unit, HEP Vaud
- John Didier** Arts and technology Unit, HEP Vaud
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- Nadine Glauque** Special education Unit, HEP Vaud
- Jennifer Malsert** Special education Unit, HEP Vaud
- Claire Matti** HEP Vaud student
- Alain Pache** Human and social sciences Unit, HEP Vaud
- Marie-Hélène Pellet** Curator, Swiss National Museum, château de Prangins
- Cassandra Poirier-Simon** Game designer, digital communication agency Myth_n
- Cédric Roure** Physical education and sport Unit, HEP Vaud
- Rémy Schaffter** Human and social sciences Unit, HEP Vaud
- Tilo Steireif** Arts and technology Unit, HEP Vaud
- Denise Sutter-Widmer** Media, digital uses and computer science Unit, HEP Vaud
- Jean-Pierre Tabin** Life course research and social policies, HETSL
- Seraina Terny** Educational centre for visually impaired students, CPHV
- Grégory Thonney** HEP Vaud student, Ars Ludendi, University of Lausanne
- Myriam Valet** Department of cultural affairs (canton de Vaud), SERAC
- The pupils of the 9VP2** Collège de Sainte-Croix, canton de Vaud

En collaboration avec le laboratoire
de recherche HEP

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