

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 26 th

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 17 h 45 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



An art game to play at distance

by Tilo Steireif

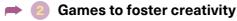
In this activity you will participate in a painting and drawing game, using the notions of rules and chance to encourage creativity.

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







by Myriam Valet

Discussion

Interactive multimedia books in art education

by Florence Quinche

Discussion about game creation projects

(presentation of first ideas)

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



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



Presentation of games

created by students, teachers or educators:

A game to learn programmation 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







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



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 Zoé Kapp INSPE Strasbourg, Strasbourg, FR Sofia Smolina INSPE Strasbourg, Strasbourg, FR Lea Dickweiß PH Freiburg, Freiburg-im-Breisgau, DE Judith Hovestadt PH Freiburg, Freiburg-im-Breisgau, DE Larissa Mader PH Freiburg, Freiburg-im-Breisgau, DE Susanne Riemann PH Freiburg, Freiburg-im-Breisgau, DE Gisèle Wittmann PH Freiburg, Freiburg-im-Breisgau, DE Michal Štefan University of Hradec Králové, Hradec Králové, CZ Helena Svatošová University of Hradec Králové, Hradec Králové, CZ Kateřina Wolfová University of Hradec Králové, Hradec Králové, CZ Artheeta Sarker Christ University, Bangalore, IN Andreas Beringer PH Thurgau, Kreuzlingen, CH Julia Otto PH Thurgau, Kreuzlingen, CH Stephanie Rechsteiner PH Thurgau, Kreuzlingen, CH Luisa Sophia Steiger PH Thurgau, Kreuzlingen, CH Klara Weishaupt PH Thurgau, Kreuzlingen, CH Esli Groot Inholland Hogeschool, Rotterdam, NL Esmee Zwart Inholland Hogeschool, Rotterdam, NL Laetitia Ciervo HEP Vaud, Lausanne, CH Claire Matti HEP Vaud, Lausanne, CH Céline Moeckel HEP Vaud, Lausanne, CH Sara Nascimento HEP Vaud, Lausanne, CH

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

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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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