

ECGBL 2019

13th European Conference on Games Based Learning

3 - 4 October 2019, Odense, Denmark

Mini Track on Game-Based Learning and 21st Century Skills

Mini Track Chair: **Thorkild Hanghøj**, Aalborg University, Denmark



It is widely assumed that playing and designing games in educational contexts can foster the development of 21st Century Skills such as communication, critical thinking, collaboration and creativity. However, in spite of the huge interest in the topic, little is known about how games may actually influence student acquisition of 21st Century Skills. Moreover, there is often confusion about what defines 21st Century Skills and how their development relates to specific game elements and teacher guidance. In this way, there is a clear demand for more empirical work on how to facilitate different forms of Game-Based Learning, which may develop students' 21st Century Skills.

Suggested topics include but are not limited to:

- Theoretical frameworks for conceptualising 21st Century Skills in relation to Game-Based Learning
- How to design educational games for developing 21st Century Skills
- The use of non-educational games (i.e. commercial games) for developing 21st Century Skills
- The development of 21st Century Skills through designing games – e.g. designing board games or using game design software
- Methods for documenting and assessing 21st Century Skills developed through game play



Thorkild Hanghøj is an Associate Professor at the ResearchLab: IT, Learning and Design (ILD Lab), Aalborg University, Copenhagen, where he also co-coordinates The Center for Applied Game Research (CEAGAR). His work focuses on exploring links between games and literacy, games and inclusion, and how to learn through designing games. He currently manages the research project GBL21: Game-Based in the 21st Century (gbl21.aau.dk), which explores and measures how students in 20 schools can develop design competencies by working with analogue and digital game tools through a design thinking approach within Danish (L1), mathematics, and science.

Submission details

In the first instance a 300 word abstract is required, to be received by **14 March 2019**. Please read the guidelines at <http://www.academic-conferences.org/policies/abstract-guidelines-for-papers/>

Submissions must be made using the online submission form at <http://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submission/>

If you have any questions about this track please email the mini track chairs: thorkild@hum.aau.dk

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