

# ECGBL 2021

15th European Conference on Games Based Learning

23 - 24 September 2021, the University of Brighton, UK

## Mini Track on Learning through educational game design.

Mini Track Chair: Charlotte Lærke Weitze, Digital & Creative Learning Lab, Denmark



A growing number of researchers studying game-based learning strategies are expanded this area of research to involve students' design of educational games as a means of learning. One of the potentials in this way of learning is that it can be used to reach very specific learning goals designed by the individual teacher. Students are given the active roles as educational game designers and learn by applying their academic subject matters to their games' learning and game mechanics, as well as by discussing and playing their games with peers. The role as game designers demands that students must be innovative, make complex choices and apply creativity to reach their formal academic learning goals. The teacher has the active role as academic co-creator in the educational game development. Though it is a learning approach with great potential it can be complex for the individual teacher to apply, and it may also be difficult to qualify and measure student's learning outcomes. This mini-track focuses on investigation and development of approaches to use educational game design as a motivating and efficient way of teaching and learning.

Suggested topics regarding 'learning through educational game design' include but are not limited to:

- Use of pedagogical approaches when learning through educational game design
- Methods for measuring learning outcomes (e.g. preferred theoretical approach, choice of relevant parameters, timing of measurements, research approach) when learning through educational game design
- Learning design frameworks and methods for learning through educational game design
- Methods for applying formal learning goals to students' educational games
- Design of teacher and student support in the learning process when learning through educational game design



**Dr Charlotte Lærke Weitze**, PhD in innovative use of educational technology. Founder of Digital and Creative Learning Lab. Former assistant professor at IT, Learning and Design (ILD Lab), Aalborg University, Copenhagen, and at LearnT, DTU Compute, Technical University of Denmark. Educated Pianist. Research focus: Learning through game design, design of motivating and efficient educational technology, design for students' and teachers' motivation and engagement in learning situations involving technology.

### Submission details

In the first instance a 300 word abstract is required, to be received by **03 March 2021**. 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 <https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/>

If you have any questions about this track please email the mini track chair: [CLW@digitalcreativelearninglab.dk](mailto:CLW@digitalcreativelearninglab.dk)

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