ECGBL 2021 Pre Conference Workshop
Wednesday 22 September 2021
The University of Brighton, UK

14:00-17:00
Using Embodied Methods in Designing STEM Learning Games
Led by: Lars Elbæk, Rasmus Vestergaard Andersen and Søren Lekbo, The University of Southern Denmark

In this workshop, we focus on using embodied methods in designing physical activity-based learning games in a STEM teaching approach. Research has documented that computational thinking increases executive functions. Furthermore, research has shown that executive functions such as attention, problem-solving, cognitive flexibility, and inhibition probably are enhanced, when physical activity is used in “moving with thought” approach. We thereby offer a workshop that couples these elements by using embodied creativity methods that promote the creation of movement-play learning games through STEM teaching. The workshop will guide you through different embodied methods coupled within the phases of a design thinking process. We will in this practice move you in and out of different mindsets using your own body of knowledge, as well as your teammates, for inspiration. Our interactive play and embodied activities will act both as a medium and as an end in itself in the design of learning games.

Workshop outcomes:

- Practical experience with Embodied Methods.
- You will have created your own learning game in small teams in a self-chosen context.
- You will share your experience from building your learning game with other participants.
- One (or more) learning games to bring home.
- Networking on another level.

The workshop aims at participants who seek an understanding of the body as a creative source in itself.

Workshop Application details
The workshop will be held on Wednesday 22 September 2021 at The University of Brighton, UK. The attendance fee for the workshop is £50. (Virtual attendance £25) To book a place and for more information please email elaine@academic-conferences.org

Bring a laptop with the following link bookmarked https://www.microbit.org/guide/quick/

See more about ECGBL at http://www.academic-conferences.org/conferences/ecgbl

Workshop Facilitators
Lars Elbæk is an Associate Professor at the Department of Sports Science and Clinical Biomechanics at the University of Southern Denmark and coordinator of the Sports Science Innovation and Entrepreneurship program. He has through the project “Play and Learning - Kids’n Tweens Lifestyle”, alike movement games and services projects and through his PhD knowledge and experience of interaction design and design research in sports, play, and exertion games.
Søren Lekbo and Rasmus Vestergaard Andersen are doctoral students in embodied creativity and are currently developing embodied methods and translating these into method cards for an embodied Design Thinking toolbox.