

ECGBL 2022

16th European Conference on Games Based Learning
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Mini Track on Board Games for Learning and Training

Mini Track Chair: Helena Pereira, Lusófona University, Portugal



Board games have re-emerged in recent years and seen their potential recognized as an innovative and versatile tool in several settings, namely in formal and non-formal education. The game experience simulates social and emotional processes, promoting the development of skills in players and challenging them to deal with situations that: include cooperation and competition; involve creative solutions to solve problems; and require from players the ability to manage their emotions.

Researchers have shown interest in board games and how they can facilitate learning in different contexts and fields of knowledge. Despite the need to expand research on this topic, the existing literature focuses on the relationship between board games and: playing and motivation to learn, improving social interactions, teamwork, communication, emotional regulation, learning from mistakes, tolerance for losing, mathematical learning, computational thinking, game studies and game design.

The aim of this mini track is to highlight existing approaches and explore emerging tendencies in this field. Submission of case studies, projects, best and worst practises, exchange of experiences and research results and other applications of board games for educational purposes are welcomed.

Suggested topics include but are not limited to:

- Commercial board games (or adaptations) with serious applications
- Integrating board games into formal and non-formal education and training settings
- Designing board games with educational purposes
- Promoting socioemotional skills through board games
- Board games as a tool for the development of critical and creative thinking
- Using board games for social inclusion
- Boardgaming role in encouraging offline time and its impact on social interactions



Helena Pereira is a Clinical Psychologist and trainer, she coordinates the course “Games as educational tools” at the IPLUSO’s School of Education. In the last years, she has been involved in several national and international projects that use board games applied to serious contexts, and has organized and facilitated training courses for teachers and other professionals that intervene in the educational, social and cultural areas. She believes games can be an incredible tool for working with individuals or groups and tries to spread their potential. She is interested in using board games to promote mental health, inclusion, and educational board game design.

Submission details

In the first instance a 300 word abstract is required, to be received by **16 March 2022**. 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: helena.mpereira@hotmail.com

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