ECGBL 2022

16th European Conference on Games Based Learning
6-7 October 2022, Lusófona University, Lisbon Portugal

Mini Track on GBL for Lifelong Learning

Mini Track Chair: Nour El Mawas, Université de Lille, France

The term Lifelong Learning holds the idea that learning should occur through a person's lifetime and that it involves formal and informal domains (Cropley, 1978). This is also supported by the European Lifelong Learning Initiative, which defines this term as a "continuously supported process which stimulates and empowers individuals to acquire all the knowledge, values, skills and understanding they will require throughout their lifetimes and to apply them with confidence, creativity and enjoyment in all roles, circumstances and environments" (Watson, 2003).

The use of game-based learning in teaching, learning, and training improves learning outcomes and increases learners motivation and engagement.

There are 2 different game-based learning methods (Kafai, 2006): instructionism (gameplay-based learning) and constructionism (game design-based learning). In the instructionist approach, learners play a serious game to learn. Whereas, in the constructionist approach, students learn by designing their own game.

This mini-track will focus on game-based learning in Lifelong Learning and it will be an opportunity for teachers and researchers from schools, universities, colleges and companies to share and discuss gameplay-based learning and game design-based learning approaches that enhance lifelong learning.

Suggested topics include but are not limited to:
- The design of games for lifelong learning
- Theoretical frameworks and/or practical strategies on how games can be used to enhance lifelong teaching and learning
- The assessment of games for lifelong learning perspectives
- Learning analytics and educational data mining for lifelong learning games
- Adaptivity and personalization in lifelong learning games

Nour El Mawas is an Associate Professor in Educational Sciences at Université de Lille and CIREL Laboratory (Trigoneteam). Her research interests are in the Technology Enhanced Learning (TEL) Field, she works on various application fields like crisis management, clinic reasoning, sustainable development, STEM and Computational Thinking. Since 2019, she has supervised two PhDs on modelling and predicting the learning optimal experience in TEL and co-designing serious games by nursing students. She also worked on the design and the evaluation of AutoThinking, a Computational Thinking educational game.

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: Nour.el-mawas@univ-lille.fr

See more about ECGBL 2022 at https://www.academic-conferences.org/conferences/ecgbl/