

ECGBL 2024

18th European Conference on Games Based Learning
3-4 October 2024, Aarhus University, Denmark

Mini Track on Educational Non-Digital Games

Mini Track Chair: Sónia Pais, Polytechnic of Leiria, Portugal



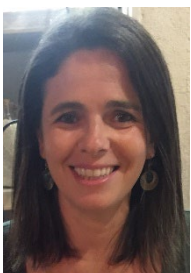
Educational non-digital games refer to analog or traditional games that are designed with the primary purpose of facilitating learning and educational objectives. The games can take various forms, including board games, card games, role-playing games and other hands-on activities.

The use of non-digital games in education is based on the idea that interactive and engaging experiences can enhance the learning process by promoting critical thinking, problem-solving, collaboration and other valuable skills.

Educators often leverage these games to make learning more enjoyable and effective across various subjects and age groups. This track aims to foster academic discussion on the effectiveness of analog games as tools for enhancing learning experiences and promoting engagement in educational contexts.

Suggested topics include but are not limited to:

- Theoretical frameworks for conceptualising game-based teaching with non-digital games;
- Pedagogical approaches to facilitating learning in relation to non-digital games;
- Pedagogical approaches that explore the effect of using non-digital games on the development of soft skills, such as teamwork, problem-solving, decision-making, leadership and critical thinking;
- Comparisons and combinations of traditional approaches and Game-Based Learning approaches using non-digital games;
- Case studies describing best and worst practice;
- Empirical studies that explore or assess learning in relation to non-digital games activities.



Sónia Pais, PhD in Education, is an Associate Professor at the Polytechnic of Leiria. She is a researcher at CiTUR - Centre for Tourism Research, Development and Innovation. Her research interests are in educational sphere, including how best to teach math subjects. She has interest in Mathematical Education, Educational Technology, Pedagogical Innovation and Game Based Learning.

Submission details

In the first instance a 300 word abstract is required, to be received by **13 March 2024**. 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: sonia.i.pais@ipleiria.pt

See more about ECGBL 2024 at <https://www.academic-conferences.org/conferences/ecgbl/>