

International Week, 2nd – 6th May 2022

“Serious games: creativity and innovation in education”

Have you experienced game-based teaching or learning? Would you like to discover innovative and playful ways of teaching?

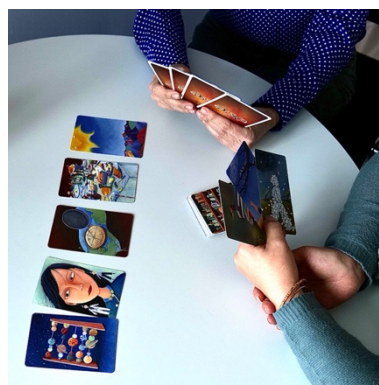


Presentation

In this week, you will experiment with games as a means of learning, socialization and expression for pupils. The main project objective is to create your own game with a small group of students. A visit to an exhibition on games and a forum to exchange ideas with game designers are planned. You will share your experiences of playing and teaching with games. Appropriate theoretical content in the form of readings articles or conferences will be offered.

Main topics

- Playing, learning and child development
- Games and creativity
- Collaborative games
- Teaching sustainability with games
- Adapting games for the inclusion of pupils with special needs
- Digital games



When?

- March and April 2022: two Zoom sessions
- 2 - 6 May 2022: we are looking very forward welcoming you at HEP Vaud Lausanne!

How?

Hybrid format in order to combine face-to-face collaboration in Lausanne prepared in advance by synchronous work via Zoom as well as asynchronous online work (viewing and analysis of videos, participation in the Moodle forums, reading of scientific documents).

For whom?

24 students BA or MA from Universities of Teacher Education (2 places per institution).
School level, children from 5 to 15 years old.

Prerequisites

B2 level in English as sessions will be in English and active participation is expected.

Validation

3 ECTS credits will be awarded for

- Active participation in the distance and face-to-face sessions
- Creation of a pedagogical game that will be presented and tested during the week in class
- Exchanges on the theoretical readings and contents, sharing of experiences

Costs and accommodation

Participation fee of 100.- CHF. Accommodation, breakfast, lunch, public transport card (Lausanne area) and cultural activities are included in the price.

Pedagogical course leader

Prof. Florence Quinche, HEP Vaud, Csel (UPAV).

Contact

In case of question, please contact Hélène Imseng: helene.imseng@hepl.ch

Preliminary program

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	- Arrival of the students	- Workshop 1	- Workshop 3	- Workshop 4	- Presentation of the created games - Students feedback on the course
Afternoon	- Introduction and presentation of the students - Introductory game, campus HEP discovery: creation of a Digital game Book	- Workshop 2	- Public forum for the presentation of serious games	- Guided tour in English at the Swiss Museum of Games in La Tour-de-Peilz	- Lunch and farewell
Evening	- Welcome aperitif	- Free evening	- Free evening	- to be defined, restaurant or boat tour	

Themes of the workshops

- Physical education and collaborative games
- Sustainability games
- Game adaptation (360 accessibility)
- Escape game creation
- Playing and learning with robots with the collaboration of the Future classroom Lab, HEP Vaud