

## **2-1A Practical Applications of Game-Based Learning in the HE Classroom**

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The workshop will explore how Game-Based Learning (GBL) and gamification can be embedded in the learning process in Higher Education. The workshop will provide insights from the findings of two research projects which looked at how GBL has been used in the University of Glasgow and Glasgow Caledonian University to develop graduate attributes in groups of students at different stages of their course.

Participants will have a chance to explore how games can be used to support student learning and engagement in their classroom. Furthermore, the workshop will explore how educators can effectively embed games in the curriculum and ensure they form a complete part of the learning experience.

Challenges and limitation associated with game-based learning in HE will also be discussed, giving attendees a better understanding of what they would need to consider before they get involved in GBL.

Finally, the workshop will get participants to play the games involved in the projects mentioned in the workshop. This will give them a practical way to explore first-hand how games can contribute to the learning experience and how their students can learn from playing games in class.

### **References**

Squire, K. D. (2003). Video games in education, *Int.J.Intell.Games & Simulation*, 2 (1), 49-62.

Kolb, D. A. (1984). *Experiential learning: Experience as the source of learning and development* (Vol. 1). Englewood Cliffs, NJ: Prentice-Hall.

Barr, M. (2017). Video games can develop graduate skills in higher education students: A randomised trial. *Computers & Education*, 113, 86-97.