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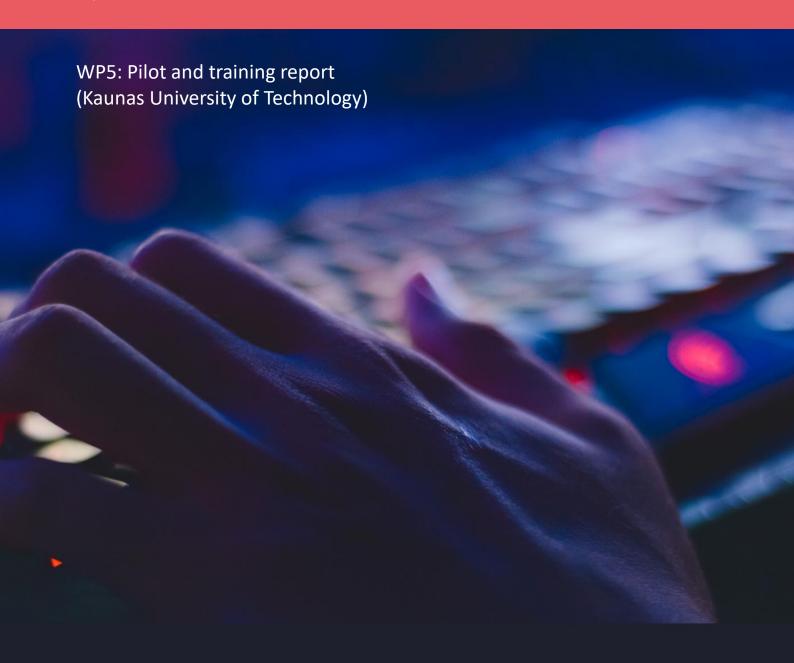Gaming for Social Inclusion and Civic Participation

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INGAME – Gaming for Social Inclusion and Civic Participation – A holistic approach for a cultural shift in education and policy

Project Number: 612166-EPP-1-2019-1-ES-EPPKA3-IPI-SOC-IN

WP5: Pilot and training report
(Kaunas University of Technology)

Document Information

Criteria	Details
WP number and title:	WP5 Capacity Building for Educators and Stakeholders
Document author:	Daina Gudoniene KTU
Version:	
Date:	

Document Version Control

Version	Date	Which Partner	Description
1.0	2022-12-30	KTU	
2.0			

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Pilots for young people

Dates: 14-10-2022 to 30-12-2022

Format (online, face-to-face, hybrid): Online

Place: Online

Number of participants: 72

Young people profile: Master degree students at the Faculty of Informatics at Kaunas University of Technology, many of them teachers, adult's educators, participants of IT organizations trainings centers.

Description of the pilot: Piloting started by introduction of the game and the requirements for the task implementation. All students got an assignment to play a game and to evaluate its functionality and effectiveness. Piloting was organized in national language.

Additional information: use this space to add other information or feedback, documents, etc. Students feedback was collected in the general form of the INGAME project.

Pictures:
*The picture is provided from the learning environment that was the obligatory task to all 72 student

T120M104 Daugialypės terpės Daina Gudonienė (nuolatinės, LT)

/ LD2_Animacija (2D ir 3D objektų vertinimas arba Scratch pasirinktinai). Atsiskaitymas lapkričio 30 d.

LD2_Animacija (2D ir 3D objektų vertinimas pasirinktinai). Atsiskaitymas lapkričio 30 d.

Assignment   Advanced grading   More ⌄

Mark as done

Užduotys pasirinktinai (dirbama tik su viena užduotimi)

1 Užduotis .

2D Animuoto mokymosi objekto vertinimas

Vertinimo rubrika:

1) įžvalgos dėl animuoto mokymosi objekto efektyvumo (1 balai)

2) Išsamus objektų kriterijų aprašymas (9 balai, vertinamas kiekvienas kriterijus atskirai):

Kriterijai kuriuos reikia aprašyti: (1) aiškumas, (2) atitikimas mokymosi tikslams, (3) grįžtamasis ryšys, (4) iššūkiai su kuriais susidūrėte žaisdami, (5) žaidimo autonomiškumas, (6) įtrauktis, (7) naujų žinių įgijimas, (8) kas patiko žaidime, t.y. struktūroje, išpildyme ir t.t. (9) kas nepatiko žaidime (struktūroje, išpildyme ir t.t.

Užduoties atlikimui reikia registruotis adresu

https://ingame.erasmus.site/lt/engame/

Užsiregistravus pražaisti žaidimą adresu

https://ingame.erasmus.site/wp-content/themes/InGametheme2/game/index.html

Pražaidus žaidimą užpildyti klausimyną (paskutiniai du atviri klausimai pildomi word dokumente, kurį reikia įdėti į Moodle prie užduoties, ir klausimyne).

https://ingame.erasmus.site/lt/engame/?ingame-evaluation=1#

Training for stakeholders

Dates: 14-02-2023

Format (online, face-to-face, hybrid): Face to face

Place: Baršausko 59

Number of participants: 47

Stakeholders profile: policy makers, educational centers representatives, youth workers, students, teachers)

Description of the training: the training was organized at Kaunas University of Technology; training program was presented by assoc. prof. Daina Gudoniene and Prof. Tomas Blažauskas.

Additional information: use this space to add other information or feedback, documents, etc.

Pictures:

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