

1st Network Meeting

12th & 13th of May
2022

[online event]



EU-FairPlay:

European Research Network on the
topic of Digital Game-based Learning
& Educational Equity

a project funded by the
German Federal Ministry of Education & Research (BMBF)

Agenda - Day 1

12.05.2022

12:30 – 18:00

[Open to the public]

12:30 Welcome & Introduction

13:00 **Keynote: Prof. Dr. Sylvester Arnab, Coventry University, “Play and Gameplay in Education: Seriously?”**

14:00 Coffee break

14:30 **GBL-Insights I: Development of Game-Based Learning**

David Höth, Spieleratgeber NRW

“Children as Experts: Evaluating Video Games from a Pedagogical Point of View”

Mara Schulze, Gaming ohne Grenzen

“Inclusion and Accessibility in Digital Games”

Sebastian Bender, Gamify Now

“Gamify it! - what, where & how?”

14:30 **GBL-Insights II: Pedagogy of Game-Based Learning**

Kristina Richter, Netzwerk Medienpädagogik Sachsen

“Game Education in Network Media Educators in Saxony”

Dr. Bettina North, Madeleine Diab, Akademie für berufliche Bildung Dresden

“GATE:VET - Using Gamification for Teaching at VET Schools”

André Weßel, Hans Christian Schmidt, Spielraum, TH Köln

“Promoting Game Literacy for Educational Equity, Brick by Brick”

16:00 Coffee break

16:30 **Panel Discussion: How to achieve Educational Equity supported by Digital Game-based Learning Methods?**

17:30 Conclusions & Outlook

Agenda - Day 2

13.05.2022

9:00 – 12:30

[EU-FairPlay Partners]

9:00 **Presentation: Prof. Dr. Helge Fischer & Matthias Heinz, TU Dresden, “Projects and Structures of DGBL at TU Dresden and beyond”**

9:30 Introduction of the EU-FairPlay visions and network partners

10:00 **Workshop I: *Conceptualizing a Research Agenda for Educational Equity supported by Digital Game-based Learning***

10:45 Coffee break

11:00 **Workshop II: *Building a Network for Educational Equity supported by Digital Game-based Learning***

11:45 Conclusions of Workshops & Discussion in Plenum


12:15 Wrap Up & Outlook to meeting in Tampere

Keynote: Prof. Dr. Sylvester Arnab,
Disruptive Media Learning Lab,
University Coventry

<https://sylvesterarnab.com>

***“Play and Gameplay in
Education: Seriously?”***

The engaging characteristics of games are increasingly leveraged in education. Games, which are more readily blended with existing educational techniques, are more likely to be accepted by educators as useful resources. This talk explores the importance of the sense of ownership and autonomy, suggesting that educators should be empowered to create or co-create their own games. Drawing from the practice of the multi-award winning GameChangers initiative (<https://GChangers.org>), the talk reflects on the insights into how the barriers to the process of innovating the way we teach and learn can be removed through empathic approaches.



David Höth, Spieleratgeber NRW (<https://www.spieleratgeber-nrw.de>)

“Children as Experts: Evaluating Video Games from a Pedagogical Point of View”

Spieleratgeber NRW is an educational information platform for parents, children and professional pedagogues focused on video games. Guided by experienced media educators, children and teenagers test and evaluate video games. This lecture gives an insight into the test groups and editorial processes


Mara Schulze, Gaming ohne Grenzen (<https://www.gaming-ohne-grenzen.de>)

“Inclusion and Accessibility in Digital Games”

This talk provides an overview of the most common barriers in digital games and explains how the inclusive project “Gaming Ohne Grenzen” works on finding and overcoming them.

Sebastian Bender, Gamify Now (<https://www.gamify-now.de>)

Gamify it! - what, where & how?



You have heard about gamification and its potential but don't know where to start? You know that games are more than scores, badges and leaderboards? This is a crash course to analyze what you can ideally gamify and how to think like a game designer when creating anything 'non-game'!




Kristina Richter, Netzwerk Medienpädagogik Sachsen (<https://medienpaedagogik-sachsen.de>)

“Game Education in Network Media Educators in Saxony”


The network of media educators in Saxony is a platform for media educators to share ideas, experiences, information, concerns, problems, and solutions for the benefit of media education in Saxony. As media education is cultural education, it naturally deals with game and youth culture. Game education thus is a relevant part. As the network is an association of different institutions and individuals aiming at different target groups and implementing different educational approaches, an overview of the main local actors, their approaches, methods and challenges will be given.

Dr. Bettina North, Madeleine Diab, Akademie für berufliche Bildung Dresden (<https://www.gate-vet.eu>)

„GATE:VET - Using Gamification for Teaching at VET Schools”



The talk focuses on approaches that provide Vocational Education and Training (VET) teachers with access to educational games and game concepts to facilitate the integration of GBL into the vocational school context. The experience of the Erasmus+ project GATE:VET and the establishment of a dedicated platform (in the form of a wiki and an app) for VET teachers to learn more about the theory and practice of GBL offers insights into the opportunities and challenges of implementing GBL in this area.



Hans Christian Schmidt, André Weßel, Spielraum, TH Köln (<https://spielraum.web.th-koeln.de>)

“Promoting Game Literacy for Educational Equity, Brick by Brick”

Playing can facilitate learning, but knowing how to ‘read’ a game can arguably promote more effective (and different) learning experiences, making an important contribution to educational equity. In our talk, we will discuss this hypothesis in the context of a research project conducted in Cologne. It included game design workshops for young people with the main goal of fostering their game literacy by using elements of analog, hybrid, and digital play. This resulted in a reflection on different modes of engagement, challenged the participants’ established knowledge about games, and raised awareness of how games can create a powerful impact.

