

# Training for E-Tutors

Organising Bureau of European  
School Student Unions

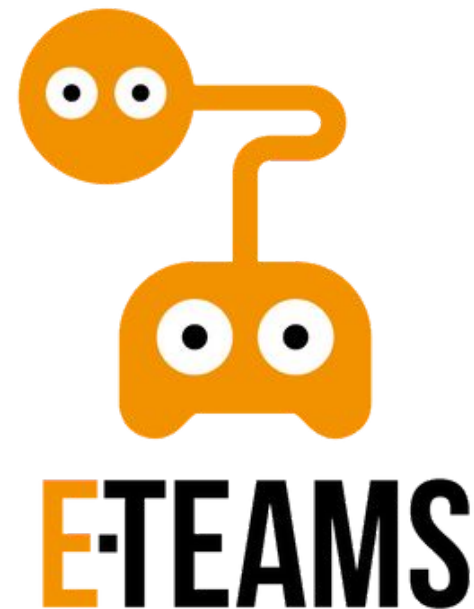


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**TRAINING COURSE FOR TUTORS AT SCHOOLS**

# Objective:

The aim of this guideline is to support schools and trainers in the use of alternative methods of teaching and learning through new and more modern pedagogical approaches, specifically with students at risk of early school leaving.



# Unit 1.

## What is Digitalisation?



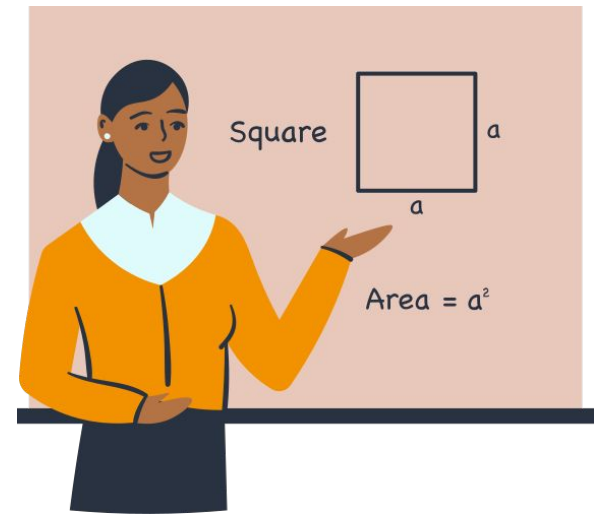
# Definition

Digitalisation refers to the process of converting analog information into digital format. This process has revolutionized the way we live and work, making it possible to access, store, and share data in a more efficient and cost-effective manner. In this essay, we will explore the different aspects of digitalisation, including its impact on the economy, society, and culture.



# Digitalisation in Education.

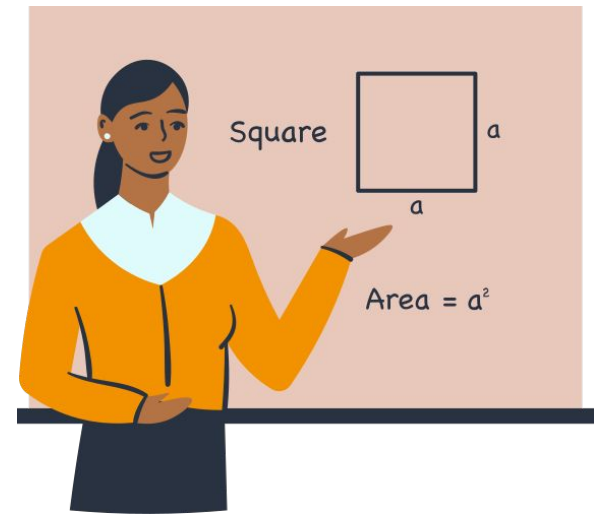
Digitalisation in education refers to the integration of technology into the teaching and learning process. This can include using digital tools such as learning management systems, online resources, and virtual reality to enhance the classroom experience. Digitalisation can also facilitate online learning and distance education. Additionally, it can be used to improve communication between teachers and students, as well as facilitate collaboration and sharing of resources among students.



# Objective:

The aim of this guideline is to support schools and trainers in the use of alternative methods of teaching and learning through new and more modern pedagogical approaches, specifically with students at risk of early school leaving. Early school leaving (ESL) is usually connected to a low achievement in basic skills as well as disengagement with the curriculum and the school.

Early school leaving often leaves young people at a disadvantage in today's society, where the skills and qualities gained during education are so often deemed necessary to progress and thrive.



# Unit 2.

## What is Gamification?



# Definition of Gamification

Gamification is the process of using game design techniques, game thinking and game mechanics to enhance non-game contexts such as education, business, health and social impact challenges. The aim of gamification is to increase engagement and motivation by creating an enjoyable and rewarding experience for the user.





# Gamification in Education

In education, gamification can take many forms, such as incorporating points, badges and leaderboards into learning activities, or using games as educational tools to teach subjects such as math and history. In business, gamification can be used to motivate employees, increase productivity, and improve customer engagement. In health, it can be used to encourage patients to adhere to treatment plans, and promote healthy behaviors.



# Think about it!

**Game by its definition entails a series of characteristics such as:**

1. Fun: the activity is chosen based on its jovial nature.
2. Uncertainty: the outcome of the activity is unexpected.
3. Non-productive: participants are not expected to accomplish or reach a goal.
4. Structured by rules: the activity has a set of rules that the participants have to follow and that are different from everyday life.
5. Fictitious: is set up in a different reality.



# What is a pedagogical game?

A pedagogical game is defined as a game that is used for teaching and learning. In order to increase students' engagement and motivation, educational games combine fun and scholastic concepts. Authors believe that using game-based learning approaches are better than conventional lectures because they produce better learning outcomes. These kinds of techniques increase the enthusiasm of learning and strengthen the problem solving capabilities of students, the combination of these elements result in a better learning effectiveness.



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## **How does it work?**

Gamification: The process of adding games or game-like elements to something (such as a task) so as to encourage participation.



## Good practices:

1. Incorporating game elements such as points, badges, and leaderboards to motivate students to achieve learning objectives,
2. Creating interactive, engaging activities that allow students to apply what they have learnt in a fun and meaningful way.
3. Using role-playing and simulations to bring the material to life and make it more relatable to students.
4. Offering immediate feedback on student performance to help them understand their strengths and areas for improvement.
5. Providing opportunities for students to compete against one another or work collaboratively to achieve a common goal.
6. Designing a game-based curriculum that aligns with the overall learning objectives and provides a clear path for students to follow.
7. Incorporating a variety of games and activities to keep students engaged and motivated.
8. Encouraging students to reflect on their learning and how the game-based activities helped them better understand the material.
9. Use of blended-learning approach by combining traditional teaching methods with game-based activities one can make the learning process more effective.
10. Giving students a choice in the games or activities they participate in, so they can find what works best for them.



# Unit 3.

## Game based learning



Game-based learning is an innovative and engaging approach to education that uses elements of game design to create educational experiences that are both fun and effective. This approach to learning has been shown to be particularly beneficial for students of all ages, as it can help to increase motivation, engagement, and achievement.

In addition, game-based learning can also be used to teach a wide range of skills and concepts. From problem-solving and critical thinking to digital literacy and teamwork, game-based learning can be used to teach a wide range of important skills and concepts. This can be particularly beneficial for students who struggle with traditional teaching methods, as it can help to make learning more relevant and engaging.



# What is your role?

As an educator, your role in re-shaping the educational path of students to fit the digital reality is to stay current on the latest digital tools and technologies and to incorporate them into your teaching practice in ways that are meaningful and relevant to your students. This can include using digital resources to supplement traditional instruction, incorporating technology-based projects and activities into your curriculum, and teaching digital literacy skills that will help students succeed in the digital world. Additionally, it's important to be flexible and open to new ideas, and to be willing to experiment with different approaches to teaching and learning in a digital environment.





When teaching using gamification, it is important to understand the following:

1. The goals and objectives of the lesson - Gamification should align with the overall learning objectives and be used to enhance the learning experience,
2. The target audience - The games and activities should be appropriate for the age and skill level of the students,
3. Game design - The games and activities should be engaging, challenging, and provide feedback to the students,
4. Implementation - The games and activities should be integrated into the lesson in a way that makes sense and is easy to understand,
5. Evaluation - It is important to evaluate the effectiveness of the gamification in achieving the learning objectives and make adjustments as needed,
6. The balance between game and learning - The game should not compromise the learning and education aspect, and should be a means to achieve it.

# Unit. 4.


How to design a strategic learning approach using gamification?



To design a strategic learning approach using gamification, it is important to consider the following steps:

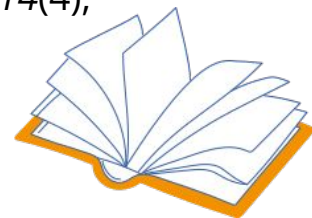
1. Define your learning objectives - Clearly define the specific knowledge, skills, or behaviors that you want to teach or reinforce through gamification,
2. Identify your target audience - Consider the characteristics and needs of your students and design the game-based learning experience accordingly,
3. Choose the appropriate game elements - Decide which game elements (such as points, badges, leaderboards, etc.) are most appropriate for your learning objectives and audience,
4. Create a game scenario - Design a game scenario that aligns with your learning objectives, includes the appropriate game elements, and is engaging and motivating for your students,
5. Incorporate formative assessments - Use formative assessments throughout the game to track student progress and adjust the game-based learning experience as needed,
6. Provide feedback and recognition - Provide feedback and recognition to students throughout the game-based learning experience to keep them motivated and engaged,
7. Evaluate the effectiveness of your approach - Use data and feedback to evaluate the effectiveness of your gamification approach and make adjustments as needed.

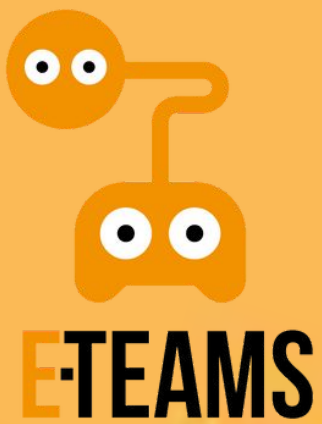
## Recommendations:

1. Start by taking a more targeted approach.
  2. Define your goal.
  3. Clarity: an important factor.
  4. Motivation.
  5. Find the right balance.
  6. Healthy competitiveness and team play.
  7. Constructive feedback.
  8. Explore existing platforms.
  9. Peer to peer learning.
  10. Group and individual problem solving.
  11. Values of single-player.
  12. Participation in decision making is a key factor.
  13. Encouraging creative thinking.
  14. Keep it enjoyable.
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**Thank you for the  
attention!**



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