

Name of the course

Games and gaming in (language) learning

ECTS credits:

2

Programme

PhD programme in Humanities and Education, specialization in linguistics

Prerequisites

Students must be admitted to a relevant PhD-programme.

Recommended previous knowledge

PhD project related to the use of games in learning.

Teaching language

English

Learning outcomes

On completion of the course, candidates will have acquired:

- An understanding of typical characteristics of games and how games differ from gamification
- A general overview of the use and significance of games throughout history
- An understanding of game design, specifically the design of educational games
- An in-depth understanding of the connection between games, agency, and motivation specifically related to the self-determination theory
- Ability to critically reflect upon possibilities and limitations related to the use of games in educational processes, starting from content learning through repetitive practice and skill development to the assessment of learning

Contents

The course aims to provide the candidates with a comprehensive understanding of the possibilities games and gaming offer in education and the range of research done and needed to investigate best practices related to games and learning, game design, and the implementation of games into learning processes. While the general tenets discussed in the course can apply to any subject, the concrete examples used in the course will be related mainly to language learning and linguistics and the development of general 21st-century skills such as problem-solving, cooperation, and communication.

Teaching methods

The course is organized over three days and will consist of a combination of lectures, seminar discussions (days 1-2), and workshops (2 workshops on day 3). The course language is English.

Examination requirement

Compulsory participation in lectures, discussions, and workshops.

Assessment methods and criteria

An individual lightning talk presentation of own project followed by a moderated discussion (10 + 15 minutes)

Grade: Pass/fail

Offered as a free-standing course

Yes

Responsible faculty

Faculty of Humanities and Education

Contact person

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