



Project number: 2023-1-FI01-KA220-VET-000154135

# Module 5 – Tools for Gamification and Serious Games

## **Hands-on Activity**



#### **Ecological Thinking!**

Think before printing, if it is necessary. In case something needs to be printed, it is worth thinking about where to print it (e.g., local print shop, ecofriendly online print shop, etc.), on what kind of paper (e.g., recycled paper, grass paper, other alternatives to usual white paper) and with what kind of colors.

Let's protect our environment!

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## **Hands-on Activity**

### Module 5

#### CHECKLIST TO ANALYSE SERIOUS GAMES COMPONENTS

The purpose of this check-list is to guide you in analysing the educational effectiveness of a serious game designed for vocational education and training (VET) purposes.

This involves assessing various aspects to ensure that the game meets its learning objectives and provides a valuable learning experience.

First select a Serious Game then go through this simple checklist looking at the suggested criteria and indicators.

ITEM	EXAMPLE	TO BE FILLED IN
TITLE	Prompts for Education: Enhancing Productivity & Learning	
DESCRIPTION	Think of a prompt as a special question or statement that you can give to an artificial intelligence model like GPT. It's designed to provide you with information, insights, or even creative ideas tailored to your needs. It's like having a knowledgeable assistant at your fingertips!	
	<ul> <li>Please follow these steps:</li> <li>Go to github page Prompts for education</li> <li>Read the README content</li> <li>Choose         "Students/Prompts/Tutor.MD"</li></ul>	



