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Module 4 - Serious Games in VET

Additional Resources



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!





Additional Resources

Module 4

In this document, you can find Additional Resources related to serious games in VET through the example of projects, literature and videos.

- [Gamedidactiek by Martijn C. Koops](#)

Martijn Koops is the author of books on Game Didactics and has great expertise when it comes to communication by games. Games can carry messages, and communicate in an immersive way. Yet every message needs a different type of game. As an expert on game didactics Martijn loves to design games for various purposes. He sees possibilities for games in any situation, and is more than happy to share his knowledge; with anyone who wants to hear it. Not only can we communicate facts and mechanisms by games, but also experiences and attitudes. Koops is convinced that the world can benefit if we decide to use games more often as a communication tool. That is the reason that he uses games as the basis for all the courses he delivers at the University of Applied Sciences in Utrecht, where he is a physics lecturer as well as a game-didactician.

- [Scott Hebert: The Power of Gamification in Education | TED Talk \(2018\)](#)
https://www.ted.com/talks/scott_hebert_the_power_of_gamification_in_education?subtitle=en

Scott Hebert is a teacher in Fort Saskatchewan, Canada. In this talk, he addresses why the modern education system is experiencing an engagement crisis, and how we can solve it through a new approach in teaching.

- [Zofia Rybkowski: Seeking Truth: The Luminous Power of Serious Games & Simulations | TED Talk \(2020\)](#)
https://www.youtube.com/watch?v=v8r5_RW9hls

Amidst the noise of varied opinions, how can we be confident that something is actually true? We might look to research by medical scientists, who hold up the randomised controlled trial as the “gold standard” of rigorous research, for example. Dr. Zofia Rybkowski speaks of her personal transformation from bench scientist to academic researcher and educator of architecture and construction management at Texas A&M. She shares how serious games and simulations can serve a similar—though more



lighthearted—role in controlled experimentation, as a way of seeking truth in the sometimes confusing and contradictory world of project management.

- **Matera M. (2015). *Explore Like a Pirate: Gamification and Game-Inspired Course Design to Engage, Enrich and Elevate Your Learners*. Dave Burgess Consulting, Inc. ISBN: 978-0986155505**

Are you ready to transform your classroom into an experiential work that flourishes on collaboration and creativity? Then set sail with classroom game designer and educator Michael Matera as he reveals the possibilities and power of game-based learning. In *Explore Like a PIRATE*, Matera serves as your experienced guide to help you apply the most motivational techniques of gameplay to your classroom using strategies that work with and enhance (rather than replace) your current curriculum. Part one debunks common myths and fears about gamification and explains why and how game-based learning effectively engages students in any subject or grade level. Part two focuses on how you can empower students to take control of their learning. You'll also learn all about the different kinds of players in your classroom - and how to inspire them to set and achieve big goals. Part three is an all-in-one treasure chest, tool box, and field guide. Packed with ideas and examples that can be applied or adapted to any classroom - from badges and points, to mini-games and yearlong adventures - this is a resource you'll return to again and again.

- **Oikonomou A. and Ma M. (2017). *Serious Games and Edutainment Applications: Volume II*. Germany: Springer International Publishing. ISBN: 9783319516455**

With the continued application of gaming for training and education, which has seen exponential growth over the past two decades, this book offers an insightful introduction to the current developments and applications of game technologies within educational settings, with cutting-edge academic research and industry insights, providing a greater understanding into current and future developments and advances within this field.

Following on from the success of the first volume in 2011, researchers from around the world presents up-to-date research on a broad range of new and emerging topics such as serious games and emotion, games for music education and games for medical training, to gamification, bespoke serious games, and adaptation of commercial off-the shelf games for education and narrative design, giving readers a thorough understanding of the advances and current issues facing developers and designers regarding games for training and education.

This second volume of *Serious Games and Edutainment Applications* offers further insights for researchers, designers and educators who are interested in using serious



games for training and educational purposes, and gives game developers detailed information on current topics and developments within this growing area.