

Game-Based-Learning in Practice

EXPERIENCE BY
LIVINGSTORY

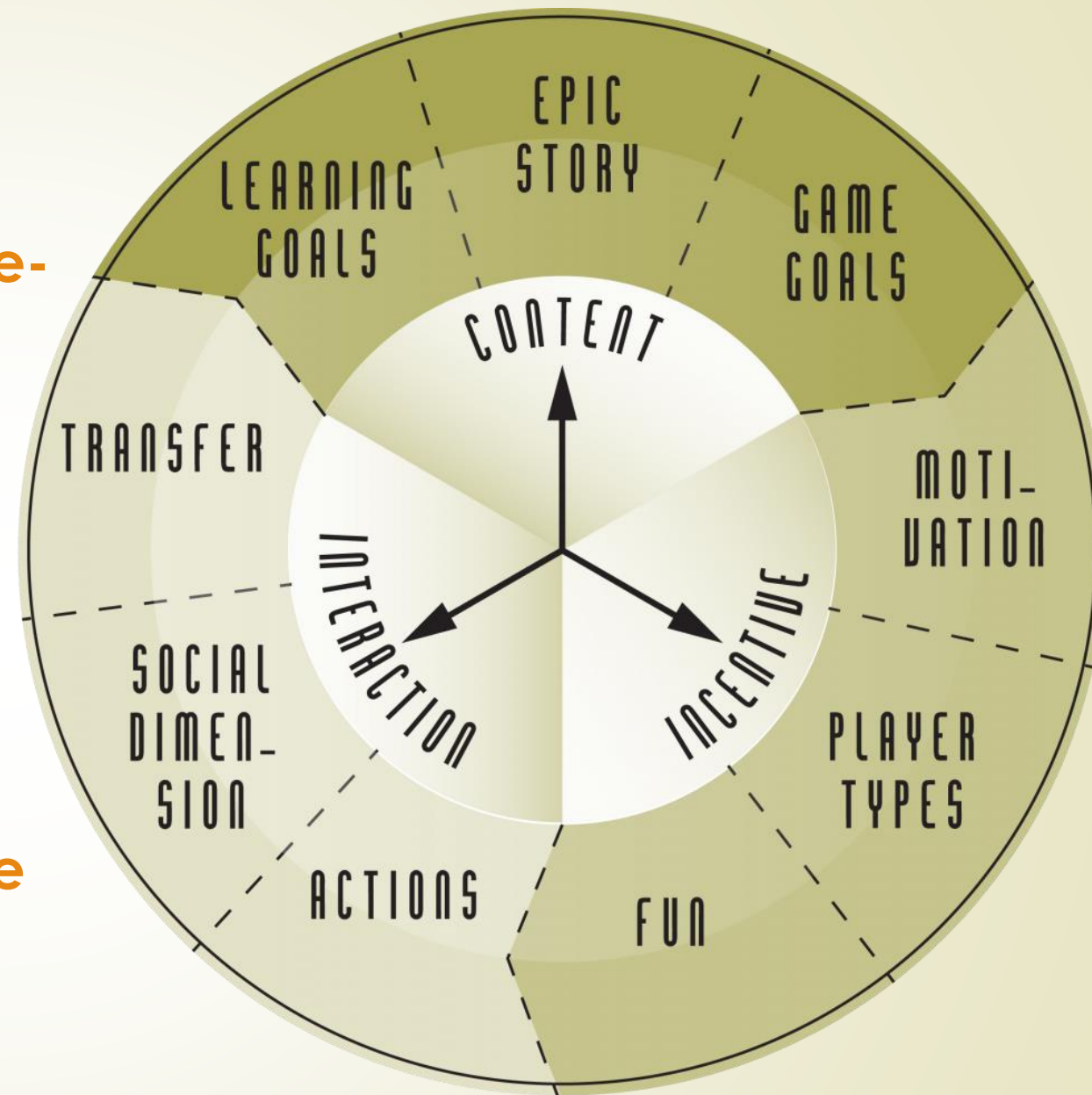
Monday 9:00am-12:00 pm
10/12/2020 CT



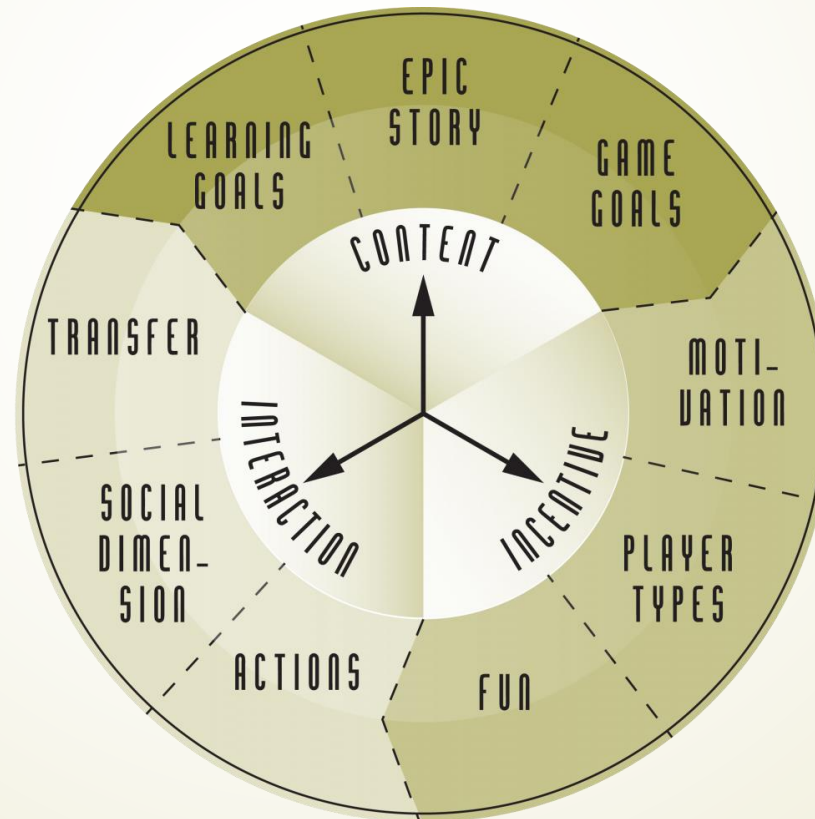
Games and experiences are powerful tools for learning and connecting. In a game, people come closer to themselves and to each other. By having a great experience together, you discover new things in yourself and in others. This creates surprise, connection and respect for each other's insights and skills. Game is therefore a powerful environment in which to discover, learn and get to know each other in a different way. And on top of that, it's a lot of fun!



The design of gamification is pre-eminently about designing the motivation of players, about designing behavior, about translating (learning) goals into concrete actions and activities that motivate the player and make them take action. When designing our gamification solutions, we use our own Game Based Learning Design Wheel.



Serious Games for learning in 9 clear steps



Storytelling and stories are always important carriers of our designs: a good story ensures a goal in the game, urgency for the player, coherence in the concept and for the total experience of the player. The player is drawn into the experience, identifies herself with the story or parts of it and is incited to action.



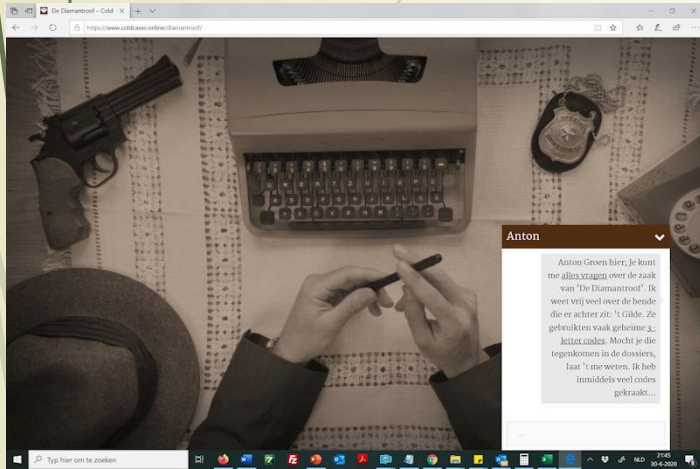
A recurring success factor in all our experiences is the non-linear aspect of the games. Participants themselves are an active part of the experience in which they find themselves. It is the decisions of the player (their own choices, cooperation with other players, resolving ability, knowledge, creativity, discovering one's own and each other's competencies, strategy) that determine the success of the player. And thus promote the learning of the team and the player.



With our games we want to contribute to connection, respect for each other and a 'sense of belonging'. We as people want to experience, discover, and adventure together. Games help people discover their own strengths in a team, improve collaboration and communication, and add engagement to learning.



Click here to learn more about *Cold Case*, the gamified learning that will be previewed during the workshop:



COLD CASE



“In our designs, we use the self-developed Game-Based Learning Design Wheel, which combines the scientific principles of learning theories, game design and theories of motivation and behavior into a practical model to design gamification solutions that contribute to learning.

Want to know more about the Game Based Learning Design Wheel?”

October 11-13 2020

REGISTER NOW



Level Up your corporate learning and development programs, employee onboarding, training, or adult classroom with gamification – a cutting-edge strategy to motivate and engage employees, customers, and students.



Hosted by Monica Cornetti,
CEO of Sententia Gamification
and Gamemaster of GamiCon.

Monica's guests include L&D
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If you have a gamification in learning project that you would like to see featured on The Gamification Quest, please email Monica at guru@SententiaGames.com to inquire.

