

Б1.В.03 Игровые техники и использование игр в обучении / Gamification and Game-Based Learning

Discipline goal is to develop the skills necessary for creating an educational environment that supports learners in achieving desired outcomes through the use of game based technologies.

Discipline objectives:

1. to develop an understanding of, study, and systematize knowledge about types of game-based technologies and their use in the educational process;
2. to acquire the skills to plan and conduct educational games, game-based lessons, and the gamification of the learning process effectively;
3. to develop an understanding of game-based interaction in order to design one's own educational games.

CONTENT AND STRUCTURE OF THE DISCIPLINE

This discipline consists of 4 credit unit, or 144 hours.

Of these, 40 hours are taught using e-learning and distance learning technologies.

Of these, 20 hours are practical training.

Midterm assessment form: credit

Discipline content, structured by topic, indicating the types of classes and the number of academic hours allocated to them

№	Section of the discipline / topic	term	Total number of academic hours	Practical training (in hours)	Types of studies, Including student's independent work, classroom hours and studies intensity (in academic hours)			Student's independent work	Forms of ongoing progress monitoring; midterm assessment form (by semester)
					Contact work between the lecturer and the student				
					Lectures	Classroom studies	Consultations		
1	2	3	4	5	6	7	8	9	10
1	Educational and assessment games	3	68		10	10		48	Project
2	Gamification in education	3	68		10	10		48	Project
	Total number of academic hours: 36		136		20	20	0	96	

Contents of Educational Material

Section 1. Educational and assessment games.

Key features of educational and assessment games and their types. Role-play and business games: examples and their organizational features. Team games (competitive and cooperative): examples and their organizational features. Board games: examples and their organizational features. Didactic games: examples and their organizational features. Lapbook and interactive notebook: examples and ways of working. Algorithms for designing educational and assessment games. Online tools for developing educational and assessment games.

Section 2. Gamification in education.

Difference between gamification and educational games. Simple gamification: points, badges, and leaderboards. Algorithm for designing simple gamification. Game mechanics in teaching and learning. Comprehensive gamification of learning. Designing gamification and rules for applying game mechanics. Types of players and their motivation. Ways to identify pedagogical problems that require additional motivation and gamification.

REQUIREMENTS FOR DISCIPLINE ACHIEVEMENT

List of planned learning outcomes by discipline correlated with indicators of achievement

Competence	Indicators of achievement	Discipline outcomes
<p>ПК-1 able to organize student activities aimed at the development of a general education program, including the use of e-learning, remote technologies and digital tools</p>	<p>ИДКПК1.1 Develops and implements educational programs with the help of modern digital technologies, using e-learning and remote technologies</p>	<p>Know: the main types of gaming technologies and ways to use them in the educational process. Be able to: usage gaming technologies in the educational process. Master: planning of the educational process using gaming technologies.</p>
<p>ПК-2 able to develop educational and methodological support of the learning process, including programs for the development of the educational organization in order to create a safe and comfortable educational environment</p>	<p>ИДКПК2.1 Proficient in forms and methods of teaching, including those that go beyond training sessions: project activities, out-of-class events</p>	<p>Know: modern classifications of forms and methods of teaching (traditional, active, interactive). Theoretical foundations of project-based activities: types of projects (research, practice-oriented, creative, role-playing), implementation stages, role of the tutor. Principles of organizing extracurricular activities: goal-setting, structure, engagement methods, ways to evaluate educational and developmental effects. Be able to: development and implementation educational projects of various types, taking into account students' age, interests, and preparation level. Planning, organizing, and conducting various extracurricular activities (contests, Olympiads, excursions, quests, business games, themed evenings). Formulating clear criteria for evaluating the results of project</p>

		<p>and extracurricular activities. Masters: usage of project-based learning technology (from idea launch to presentation and defense of results). Methodologies for organizing extracurricular activities (scripts, timing, resource management, attention retention techniques).</p>
	<p>ИДК ПК2.2 Develops and applies modern psychological-pedagogical technologies based on knowledge of the laws of personality development and behavior in real and virtual environments</p>	<p>Know: how to create educational games and gamify the learning process. Be able to: creation of educational games and gamifying the learning process. Master: skills for creating educational games and gamification techniques.</p>
<p>ПК-3 Demonstrates a strong command of ICT competencies</p>	<p>ИДК ПК3.1. Uses ICT to organize the educational process, communication and documentation</p>	<p>Know: the main types of software for education (platforms, office applications, video conferencing services). Rules for working with electronic journals, documents, and online educational environments. Basics of information security and personal data protection. Be able to: creation of educational games and gamifying the learning process. Master: skills in working with educational platforms (Google Classroom, Moodle, Sferum, etc.). Techniques for quick search, processing, and structuring information via ICT. Practices for using digital tools for ongoing academic progress monitoring and document sharing.</p>
	<p>ИДК ПК3.2 Possesses specialized software and digital resources according to the subject being taught</p>	<p>Know: the main tools and mechanics for creating educational games. Be able to: usage of tools and mechanics to create educational games. Master: creation of educational games using mechanics and tools.</p>

Разработчик:

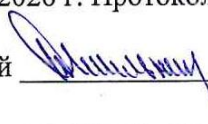

(подпись)

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Зав. кафедрой  И. С. Шильникова

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