

www.engagelearning.eu

Visit the **ENGAGE** Learning portal and join the community of teachers students, and industry.

- Discuss the educational use of games
- Explore the games catalogue
- Use the game-based learning reference guide
- Explore a range of methodologies for the educational use of games
- Use our specially developed tools to help you select and implement games in your educational context
- Keep up with news in the field of game-based learning
- Share your thoughts and experiences

Prof. Dr. Maja Pivec
Department of Information Design
FH JOANNEUM Gesellschaft mbH
Alte Poststrasse 152
8020 Graz, Austria

info@engagelearning.eu

ENGAGE LEARNING PROJECT

Coordination: FH JOANNEUM (Austria)
Partners: DEIS (Ireland)
EFQUEL (Belgium)
Scienler (Italy)
Florida University (Spain)
Middle East Technical University (Turkey)

with the support of:



Education and Culture DG

Lifelong Learning Programme

This Project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

explore
discuss
engage
the portal for
game-based learning

ENGAGE IN GAME-BASED LEARNING

European Network for Growing Activity in
Game-based learning in Education.

www.engagelearning.eu

engage
learning

ENGAGE Teachers

The **ENGAGE** project has developed a workshop methodology and a set of tools that are intended to help teachers of any subject at any level to learn not only about the use of video games in education, but also to take that new knowledge and apply it in their own classrooms after attending the workshop.

The **ENGAGE** project has also developed a catalog of games for learning that includes localization and cultural issues, as well as information about quality and rating. The reviews, which are fully searchable from the portal, contain case studies of how these games may be used in a classroom environment and suggested implementations of the game.

ENGAGE Students

Students are supported through the **ENGAGE** portal in many activities.

- Summer school courses in game design and creation
- Competition and awards for outstanding achievements
- Online courses in various GBL topics

The **ENGAGE** student awards and courses are available to students across Europe. Students are invited to complete applications for courses, and submit their educational game designs for judging by a nominated jury of industry experts and academics.

ENGAGE the Community

Using a combination of forums, wikis, blogs, podcasts, and video, the **ENGAGE** portal provides:

- Documented methodologies for developing and implementing game-based learning for the learning community
- A basis for a Europe-wide dialogue on the role of games and game-based approaches in educations and training
- Dissemination for past and ongoing projects and their outcomes related to the application of games for learning
- A resource repository for people interested in using games for learning.

www.engagelearning.eu

