askfood GAMIFICATION ACADEMY

Training Webinar
Digital Game-Based Learning in the Agri-food Training

Free Registration
To register follow the link:
www.askfood.eu/gamification-webinars-registration

14th MAY 2021
11:00 am – 1:00 pm (CEST)
Platform: Zoom

CONTENT AND BENEFITS

The simulation gaming is present in the digital space for quite some time, but the evidence of the effectiveness of Digital Game-Based Learning (DG-BL) with usage of the different technologies are still sketchy.

The rise of the pandemic speeded up the process of digitalization of many games with different results.

This webinar will focus on the opportunities and threats of simulation game design with technology in mind.

Case-studies will be presented and analysed looking at the advantages and disadvantages of different technologies for DG-BL.

Learning models, complexity design, validity and testing, and delivery of simulation games in digital spaces will be discussed along with learning effectiveness and future technology for DG-BL.

The evolution of the digital gaming space from online simulation games to the mobile gaming and also VR and AR for simulation gaming will be also presented.

Speaker

Marcin Wardaszko Ph.D.
Head of the Department of Quantitative Methods & Information Technology at Kozminski University and Adjunct Professor at University of Applied Science Vorarlberg. Passionate game designer, author and co-author of around 60 scientific publications.

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