

Navigating Throughout the Course

(How it Works)

Option 1

1 - Click on “Start Course”.

Beyond the Board: Using Analogue Games to Develop Abstract Thinking and Soft Skills

Search the course

Course starts in 1 month on Jun 29, 2023.
Don't forget to add a calendar reminder!

Expand All

- Module 1 - Introduction
- Module 2 - Games and Learning
- Module 3 - Collaboration in Analogue Gaming
- Module 4 - Communication in Analogue Gaming

Course Tools

- Bookmarks

Upcoming Dates

29 de jun de 2023
Course starts
View all course dates

2 – Navigate throughout the course by clicking on the ‘Next’ button after reading, listening or viewing the section content.


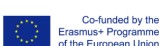
Course Progress Dates Discussion Instructor

Course > Module 1 - Introduction > 1.1. TEGA Project (2020-1-UK01-KA203-079248) > About the Project

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About the Project

Bookmark this page

TEGA Project (2020-1-UK01-KA203-079248) aims to promote positive changes in the field of Higher Education (HE) through the use of analogue Game-Based Learning (GBL) methods. The goal is to incorporate a playful element into education and reduce barriers that hinder student learning. Board games offer several benefits over digital games, including lower costs, easier deployment and adaptation, and greater player involvement.

TEGA intended to transform the traditional lecturer-centered education in a more egalitarian pedagogical approach, where all the students have better access to abstract concepts through game-based teaching strategies. This intended to foster students' equal participation in the class, and in the

Option 2

1 – Select the Module you want to see first

Course Progress Dates Discussion Instructor

Beyond the Board: Using Analogue Games to

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- Module 1 - Introduction
- Module 2 - Games and Learning
- Module 3 - Collaboration in Analogue Gaming
- Module 4 - Communication in Analogue Gaming
- Module 5 - Creativity in Analogue Gaming
- Module 6 - Finalization and TEGA Community of Practice (CoP)
- Module 7 - How to get the certificate?

2 – Select the [submodule title].

Module 1 - Introduction

1.1. TEGA Project (2020-1-UK01-KA203-079248)

1.2. Project Aims

1.3. Inclusion and Diversity as Pillars of TEGA

1.4. TEGA Accessibility and Inclusion Conceptual Framework

1.5. Assessment (1 Question)

Quiz

3 – See the next content.



4 - After finishing seeing all contents, click 'Course' to go back to the main page and select another module.

