

Games-based learning practice

Online programme
12 May – 30 June 2021

Webinar	Live times and dates
Introductory session	3:45 – 4:30pm, Wednesday 12 May 2021
Mid-point session Share reflections so far, ask questions and play a game.	3:45 – 4:30pm, Wednesday 2 June 2021
Final session Sharing of game creations	3:45 – 4:30pm, Wednesday 30 June 2021

Modules	Description
The call	Acknowledge the early game designers who achieved so much with so little. Hear the visionaries of today predict the future.
The challenges	We challenge you to step out boldly! Not without heeding the warning voices that whisper about the risks! Not without questioning the voices of the evangelists. But with your own resolve.
The tasks	Insights and understanding are not only in the computer, they're all around you. Computational thinking for digital technologies is just a way of approaching problems. The computer becomes an object to think with, an object with special powers, a talisman.
New powers	Self-appraisal and final reflections.