

# Active Learning and ICT-enhanced teaching: M-learning and gamification

This 30-hour course will take place from the 10th to 14th December, 2018 in Barcelona, Spain. Classes will take place in **Campus Mundet** at the **University of Barcelona**

## Introduction

In this course we will discuss how to design gamified class activities and how to make use of mobile devices in class and outside class to activate students learning. Active learning implies interactivity between the tools and resources and the learners, and also interaction between teachers and learners. This educational transformation lays on seeing the teaching and learning processes from a different perspective in which the learner is the centre and ICT is the medium.

In education gamification is an educational strategy to motivate students to learn by the application of gaming mechanics or video game design elements in learning environments. The goal can be achieved using digital tools and resources or in a more traditional way, but ICT can help us in the implementation of this innovative teaching strategy.

Mobile learning involves the use of mobile technology, either alone or in combination with other information and communication technology (ICT), to enable learning anytime and anywhere. Learning can unfold in a variety of ways: people can use mobile devices to access educational resources, connect with others, or create content, both inside and outside classrooms. (UNESCO 2013, p.6)

## Overview of the course

This is a preliminary overview of the course. As the course will be very practical in nature at the end of the week attendees will have reached the following main outcomes:

- A map of gamification and mobile learning ideas to adopt in their teaching contexts
- A checklist of designing, guiding and evaluating implications.
- A design of a gamified teaching intervention
- A timeline of personal working steps

During the week, participants will design a small teaching intervention in collaboration with their peers.

### Day 1: Introduction to the course and workshop in an Active Learning

During the first day the participants will discuss about the concept of active learning and we will introduce the two main topics, m-learning and gamification, we will be working on during the week.



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## Day 2: Gamification

The second day will focus on the innovative teaching strategy called gamification and we will make a clear distinction between game-based learning, serious games and gamification to end up working thoroughly on gamification. Moreover, we will introduce learners on how to gamified online course with *Moodle*.

## Day 3: M-Learning and Virtual Reality

The third day will deal with the concept of mobile learning and will revise different apps for different learning purposes. Moreover, we will introduce ourselves in the realms of virtual reality for educational purposes.

## Day 4 morning: M-Learning and Augmented Reality

The fourth day will keep on working with mobile apps in a productive way and reflecting upon their potential for using them inside and outside our HE classes. We will also introduce the augmented reality concept and try several apps so as to reflect on the benefits and difficulties of introducing it as a learning resource.

## Day 4 afternoon - workshop: Designing a gamified teaching intervention

In this afternoon workshop we will design a gamified teaching intervention collaboratively.

## Day 5: Presentations

The final day of the course will be devoted to the presentation of the assignments and the final elaboration of collaborative documents useful for future reference for their own teaching and teacher training. We will also take some time to evaluate the course.

## Preliminary timetable

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-11:00	Welcome time  Initial teaching activities	Gamification concepts	M-learning concept  Mobile Apps	Mobile Apps	Presentations gamified proposals
11:30 - 13:30	Debriefing + active learning introduction	Gamification resources & tools	M-learning & Virtual Reality (VR)	M-learning & Augmented reality	10 top ideas /  Digital infographics 2
15:00-17:00	Key aspects -  Digital infographics 1	Gamification with Moodle	VR Experience	Workshop: designing a gamified teaching intervention	What's next?  Closing: course evaluation

Some activities may be moved to another day due to availability of teachers and classrooms.

## Preparations and requirements

Tasks will require participants to bring their own **smartphones** (or tablets) with some storage capacity to be able to download apps. It is also advisable to bring their own laptops for more extensive work during the course.

The course will be in English, and attendants need at least to have a C1 level and also, they should have reasonably digital competence.

Before the course, in November 2018, the teachers will have to fill in an online questionnaire and enrol in a virtual learning environment.

## Teachers

The two teachers in charge of the course will be:

**Joan-Tomàs Pujolà Font**, PhD in Applied Linguistics at the University of Edinburgh and currently Senior Lecturer at the Department of Language Education in the Faculty of Education at the University of Barcelona (UB). He collaborates in teacher training courses at the Institute of Professional Development of the UB. His research interests focus on different topics related to Computer Assisted Language Learning (CALL) such as m-learning, telecollaboration and tandem learning, digital communicative competence for teachers, and active methodologies with the use of technology. He is the Principal Investigator of the realTIC Research Group <<http://www.ub.edu/realtic/es/>>.

**Anna Rubio Carbó** has a degree in Education and a degree in Audio-visual Communication and has worked for more than 20 years in educational technology both from the business and the academic side. She has designed methodological and technological innovation projects and has implemented digital learning experiences for several organizations, from the needs detection to the technical and economic viability. She has extensive experience on production of digital resources and has also participated in several research European projects. She always combined her professional activity with teaching at University of Barcelona, first as an associated teacher on educational technology (1999 to 2008) and from then until today as a collaborator lecturer in a Master's degree in Emerging Technologies.

Other teachers may collaborate with punctual interventions but these will be confirmed close to the beginning of the course.