



Escapegame - How to motivate students with gamebased learning elements

Do you also feel challenged to encourage your students via game-based learning? Are you ready to discover the keys to unlock their motivation? And are you eager to learn about this by playing a game? Then sign up for this MicroLab! In a playful manner, you will learn practical strategies to use game-based learning in your course. And you will also discover why these strategies are motivating your students.

In our online escapegame you will solve puzzles to find out different strategies for student motivation. The online escapegame is completely developed within our learning platform Canvas. Therefore, it is a source of inspiration for applying gamebased learning elements in your own course.

The MicroLab consists of the online escapegame and a follow-up session in which you elaborate the insights from the game and apply these to your own teaching practice.

Learning goals

After this MicroLab, you are able to:

- reflect on the usability of gamebased learning to stimulate students motivation in your course.
- connect the factors that underlie student motivation in the design of (a teaching session of) to game-based learning.

Proof of Competence

Your Proof of Competence depends on your focus during this MicroLab. You can choose between:

- develop a (lesson/course) plan to stimulate and sustain your students' motivation in a teaching session or your course design, and a reflection after application
- develop a (small) game as a learning activity, and a reflection after application

You will get a CLI/Risbo certificate and a LinkedIn badge.

Target group and required prior knowledge

This MicroLab is intended for (junior) teachers, such as PhD students, tutors or TA's with some years of teaching experience who want to learn practical strategies to motivate students. No specific prior knowledge is required. The MicroLab is also interesting for more experienced teachers who want to learn more about motivating students via game based learning.


The online escaperoom will be played in pairs or groups of two or three. It is possible to sign up for an escaperoom session with a colleague. Both must sign up individually.

There is a maximum of 6 participants.

Content, form and time investment

This MicroLab consists of an online escapegame and a follow-up debriefing immediately afterwards. The total session will take 2,5/3 hours.

- In the online escapegame you will learn about education for sustainable development and explore links between your course and challenges related to sustainable development.

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- In the follow-up session you will elaborate and apply the insights about motivating students gained in the escapegame to your teaching practice. But most important, ways to implement gamification elements in education will be discussed.
 - After the workshop session you will complete your Proof of Competence.

Testimonial

"I liked it very much. I can't believe you can build all of this in Canvas. I am excited to get started myself."

Want to sign up?

Would you like to sign up for this MicroLab? Teachers from University of Leiden and TU Delft can sign up by sending an e-mail to training@risbo.eur.nl. Teacher from EUR can sign up via [this link](#).