

Call for PhD course: Game Oriented Learning Designs - level 1 (7,5 erts)

This course invite graduate students in learning designs, serious games, ICT, media studies, education, game studies and related areas to participate in a graduate course defining and exploring Game Oriented Learning Designs.

The course takes as outset a number of movements in the field:

- **New types of game designs:** simulations, gamification, game design, pervasive games, etc.
- **Pedagogies:** game facilitation, educational redesign of commercial games, dialogue oriented gaming, game-oriented learning ecologies, goals and activities, complex systems thinking.
- **Theories:** theories of learning, play, game and design.
- **Methodologies:** Virtual methods, design-based research (DBR), empirical methodologies, design methodologies
- **Multiple contexts/domains:** games in private organisations, games in semi-formal learning spaces (museums, libraries etc.), games in higher education, workplace learning and game-oriented learning in schools, simulation/training
- **Assessment:** embedded assessment, learning analytics, qualitative versus quantitative assessment, learning outcomes on an organisational level

Course plan and fee:

The course combines three academic one-day conferences with conjoint course days (the day after). The PhD students can participate in both activities, whereas other stakeholders and academics are invited to participate in the conference day(s). Fee 1200 dkk.

Oslo: 19-20 January. Conference and PhD course

Conference day (January 19):

Game-Based Learning – international perspectives.

Introduction to game oriented learning designs from several perspectives.

PhD Course day:

Overview and conceptualization of the field Game Oriented Learning Designs

Virtual methods in game oriented research

Research plans and feedback for the PhD students

How do I plan and frame a research paper

Stockholm: 2-3 March. Conference and PhD course

Conference day (March 2):

Game Oriented Learning Designs in institutions and contexts.

Conference on the status of implementing game based learning in schools.

Phd Course day (March 3):

Theories and methodologies of Game Oriented Learning Designs

Learning and game theories integrated, and tensions between different paradigms.

Copenhagen: 11-12 May. Symposium and PhD course

Symposium day (May 11)

Future directions for Game Oriented Learning Designs

Paper presentation, feedback and panel debate

Phd Course day (May 12):

Technology, Didactics and Game Oriented Learning Designs

Tensions and Interactions between didactical design and technology design, and supervision for finalising paper.

Course organizers:

Aalborg University (Research Lab: ICT and Learning Designs) in collaboration with, Stockholm University

(Department of Computer- and Systems Sciences), and University of Oslo (Department of Education).

Teachers: Staffan Selander, Morten Misfeldt, Robert Ramberg, Thorkild Hanghøj, Uno Fors, Hans Christian Arnseth, Kenneth Silseth, Thomas Duus Henriksen, Rikke Magnussen, Harko Verhagen.

Further information <https://sites.google.com/site/gameorientedlearningdesigns/>

Sign up <http://www.survey-xact.dk/LinkCollector?key=SKJCJ8ZW9JC1>