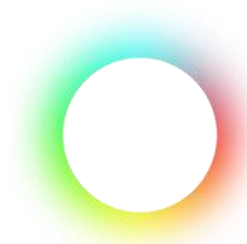


Co-Symposium



HOSTED BY
Amsterdam University
of Applied Sciences

GAMIFICATION AND ENTREPRENEURSHIP EDUCATION



Enhancer



Co-funded by the
Erasmus+ Programme
of the European Union



	Title and Presenter	Room	Link
13 - 13:45	Workshop: Using a digital simulation game to challenge students throughout the curriculum Daniël Vullings, University of Groningen	KSH 05A03	https://edu.nl/hagtv
	Workshop: What games can teach us about Social Entrepreneurship Andrey Dyachenko, Questomatica	KSH 05A04	https://edu.nl/4varh
14 - 14:45	Table Talks	Aula, KSH 9 th floor	In-person
	Online table talks See more below		https://edu.nl/frakb
14:45 - 15	Welcome Ingrid Bruynse, AUAS	Aula, KSH 9 th floor	https://edu.nl/q6wkv

	Title and Presenter	Room	Link
15 - 15:30	Keynote: Developing skills for a just and sustainable economy: a gamified learning approach Maarten Hogenstijn, AUAS Sonia Abrantes Garcêz Palha, AUAS	Aula, KSH 9 th floor	https://edu.nl/q6wkv
15:45 - 16:30	Panel Discussion: Social Entrepreneurial Competencies in the Classroom Host, Marta Ferreira Dias, University of Aveiro Barbara Nietzel, Interculture.de e.V. Maria Jose Sousa, University Institute of Lisbon Demetris Hadjisofocli, Center for Social Innovation	Aula, KSH 9 th floor	https://edu.nl/q6wkv
	Workshop: Board games and EU Green Skills - unpacking a board game to explore potentials and critical points of board games for Sustainability education. Luana Silveri, Centre for Learning and Teaching, Faculty of Science and Engineering, University of Groningen	KSH 05A03	https://edu.nl/hd6u4
	From Memory to Action: Explore the SDGs Through Play Nelli Scharapow, FH Muenster University of Applied Sciences	KSH 05A04	https://edu.nl/jvrea

TABLE TALKS

Game-based pedagogy

Ben je geïnteresseerd in game-based learning en wil je weten op welke wijze je games kunt gebruiken om leerlingen of studenten spelenderwijs te laten leren? Kom dan naar de table talk over game-based pedagogy! Je krijgt een kijkje in de (na)scholing die door de HvA wordt aangeboden.

Potential game-based learning concepts to practice scientific reasoning

For my graduation research I focused on designing and developing game-based learning concepts for the web application minds-on, a tool made for young learners to practice scientific reasoning. From this research, three concepts came into fruition: *Help je klasgenoot*, *Kaartenheld*, and *Vorm Meester*. Each concept explores a different aspect of game-based learning. A few of these concepts will be playable as an early prototype.

What games can teach us about Social Entrepreneurship.

For a table talk we can showcase Mission Changemakers game, tell more about how it has been created and discuss how it can be used.

Title for the table talk : "Mission Changemakers" our game about Social Entrepreneurship.
Who should attend: Students curious about social business and gamification. Educators interested in innovative teaching methods

TABLE TALKS

Manage your social impact with Theory of Change

Theory of Change is a powerful framework and mindset for understanding and managing your social impact, helping you move from purpose to impact. Changeroo specializes in Theory of Change, offering both an e-learning course and an online tool. Visit Changeroo's stand to learn more and see the tool in action.

Can't Wait to Learn – War Child

About half of all children in low- and middle-income countries are unable to read a simple text by the end of primary school. Add armed conflict into the mix and children's dreams of a brighter future seem more and more unreachable... Can't Wait to Learn provides a solution to close this education gap for millions of children - both in formal school and out-of-school settings. Can't Wait to Learn is an educational game that has been designed with and developed for children in conflict affected areas to support them in basic literacy and maths skills.

Educational games for mathematics

Interactive demonstrations of several educational games developed by HvA researchers and students for mathematics education in the context of the EU projects GAMMA and TransEET. This includes the educational mobile game Geometry Deconstruction, that uses augmented reality for learning about geometry of 3D objects, and Function Dungeon, a digital game for learning about linear functions that incorporates procedural level generation and authoring capabilities.

The MEGA project and the Megagame "Age of Intelligence"

The MEGA project explores the use of megagames in higher education to enhance learning about global issues.

Megagames, live large-scale interactive games, offer a novel approach to education by immersing students in complex problem-solving scenarios.

After trying out several existing megagames, a new game was developed on the topic of AI and ethics: the megagame "Age of Intelligence".

In this table talk, you will learn more about the MEGA project, megagames in education, and our experiences with the megagame that was developed.

And more!



Social Entrepreneurial Competencies in the Classroom

PANEL GUESTS

Barbara Nietzel, Interculture.de e.V.

Barbara is the managing director of Interculture.de e.V, an organization that promotes intercultural understanding in the east of Germany. They work to promote intercultural competences in a playful way and have developed both virtual simulation games and a virtual escape room for intercultural learning and regularly carry out both formats. For them, interculturality does not just mean dealing with people from other national cultures, but rather the ability to deal with unfamiliar situations. They therefore see **intercultural competence as a future competence** that helps us to deal better with complex situations, a heterogeneous society and constant change.

Maria José Sousa, University Institute of Lisbon

Demetris Hadjisofocli, Center for Social Innovation
Founder and CEO of CSI

Host: Marta Dias, University of Aveiro
ENHANCER project



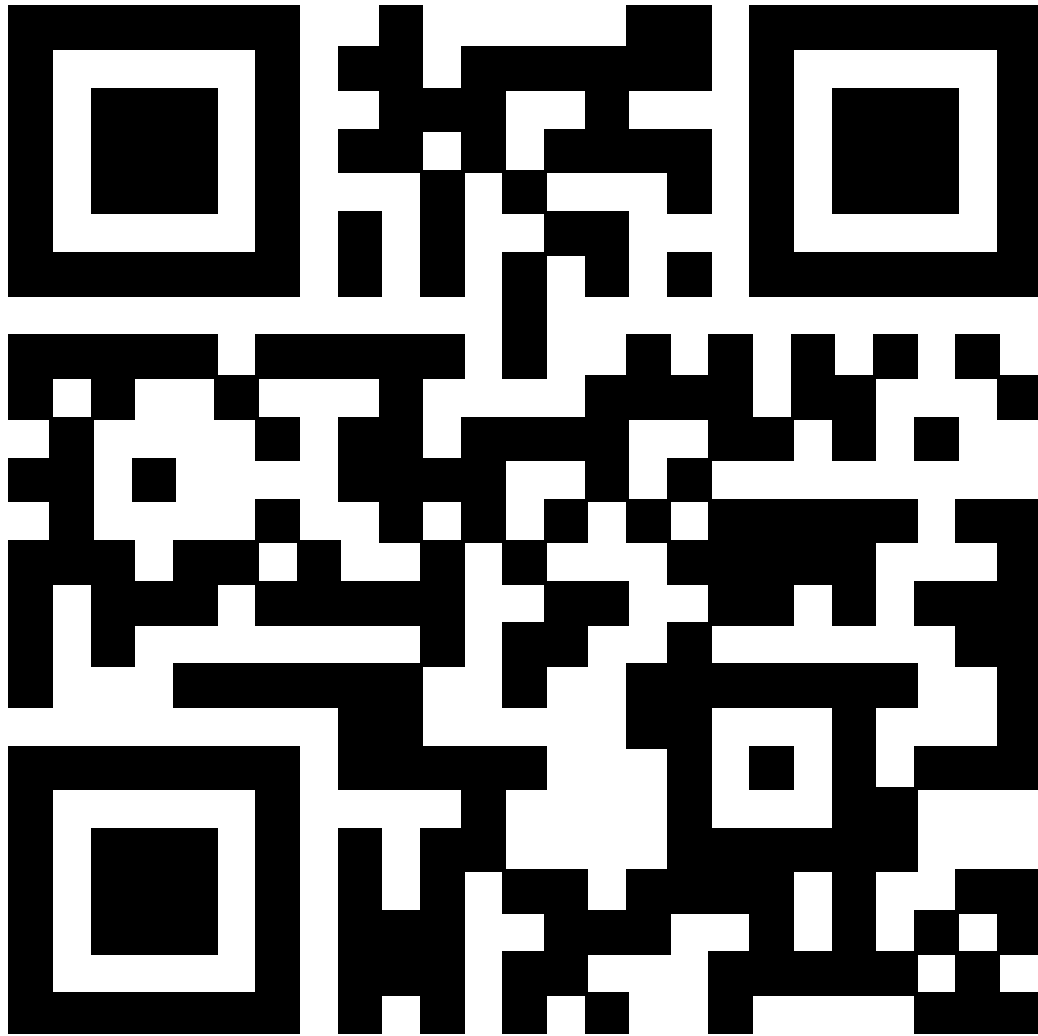
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Plenary Events:

14:45 - 15 Welcome

15:00 - 15:30 Keynote

15:45 - 16:30 Panel Talk

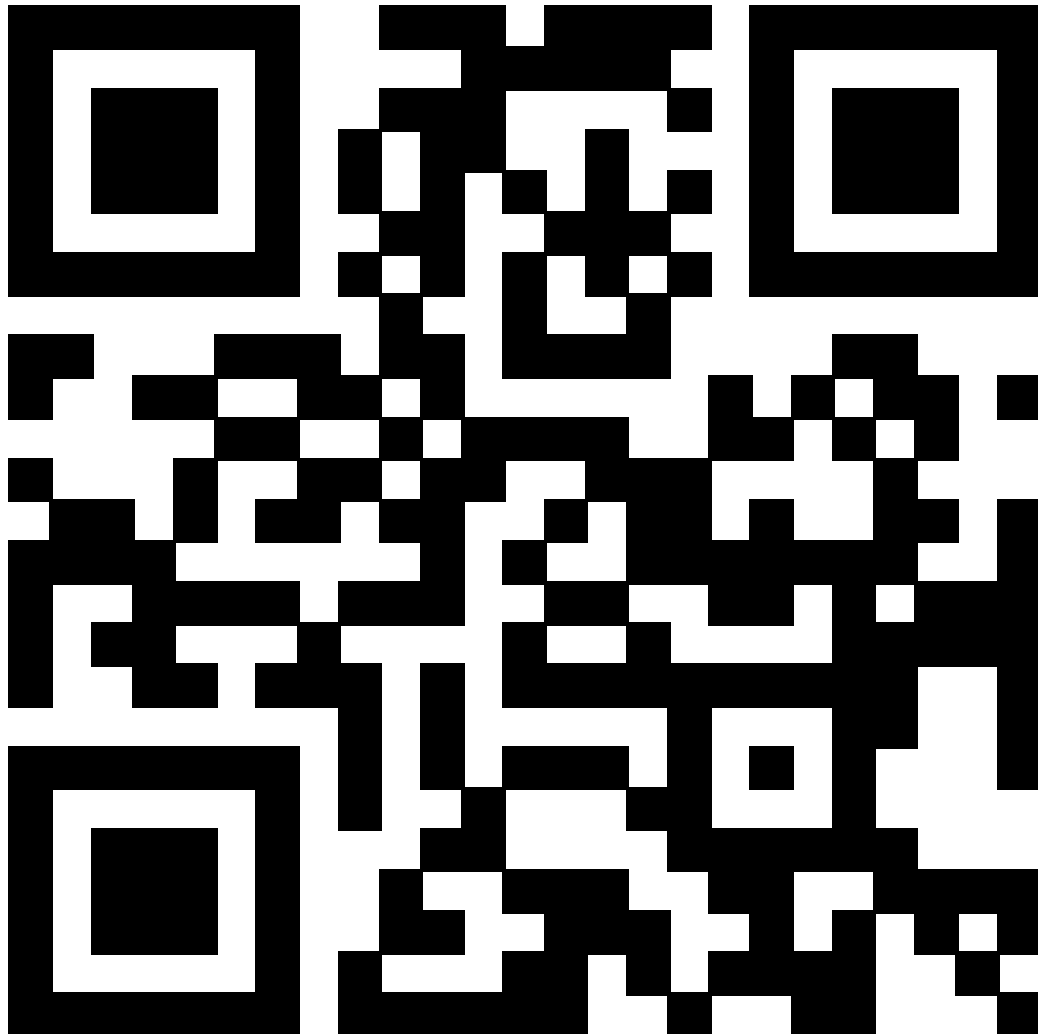


edu.nl/4varh

13:00 – 13:45

What games can teach us about Social Entrepreneurship.

During this workshop participants explore different ways games can be employed to teach some of the skills and competences necessary for a (social) entrepreneur. Guided by experienced educational game designers, participants will generate ideas of game mechanics and rapidly test it on their peers.



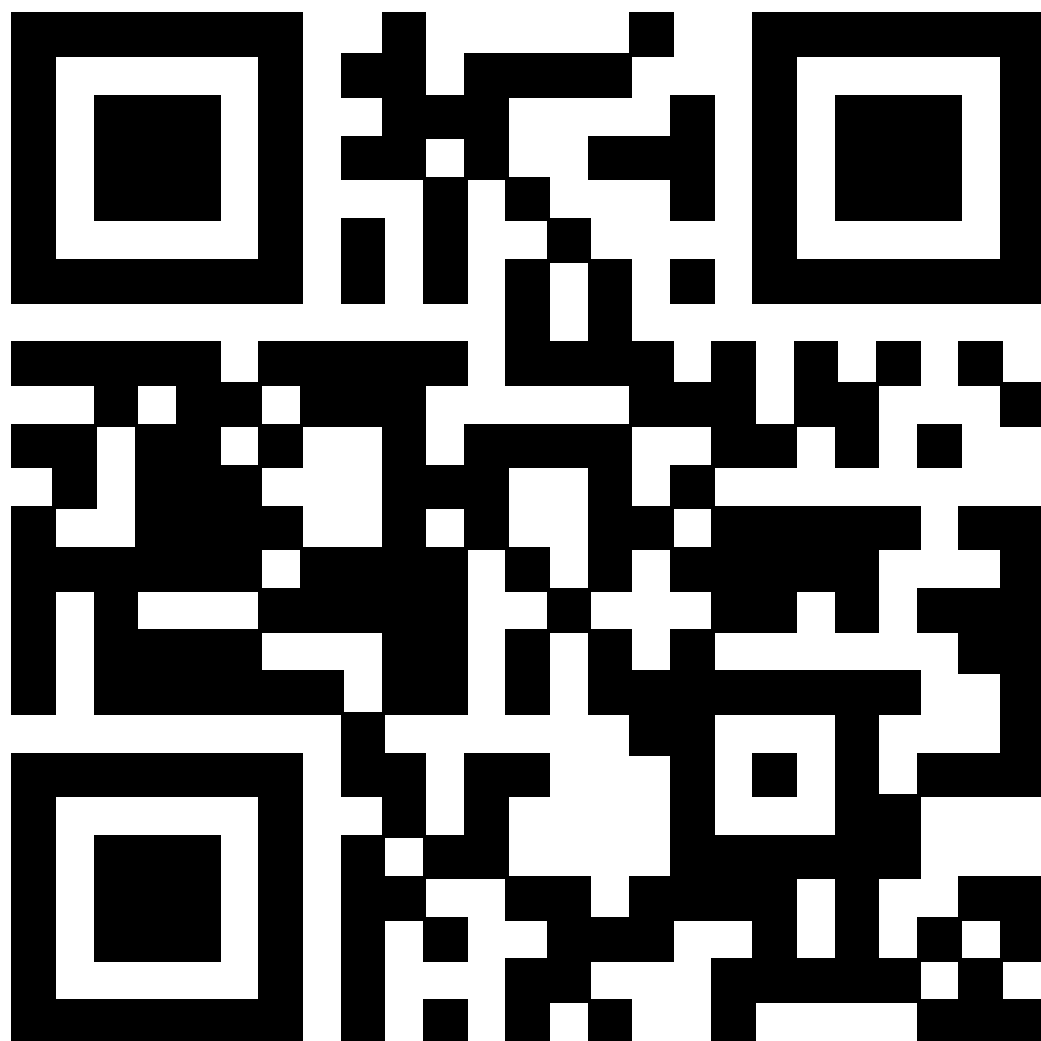
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13:00 - 13:45

Using a digital simulation game to challenge students throughout the curriculum

In this workshop presentation, I introduce the Econometrics and Operations Research (EOR) game, explain its educational philosophy, and discuss early findings on its effectiveness. The EOR game is a digital simulation that integrates challenges from multiple disciplines into a single experience. Students play annually, tracking their improvement over time.

Piloted in 2023 with 100 first-year students, the game continued in 2024 with these students in their second year while a new cohort of 100 first-year students played the game as well.



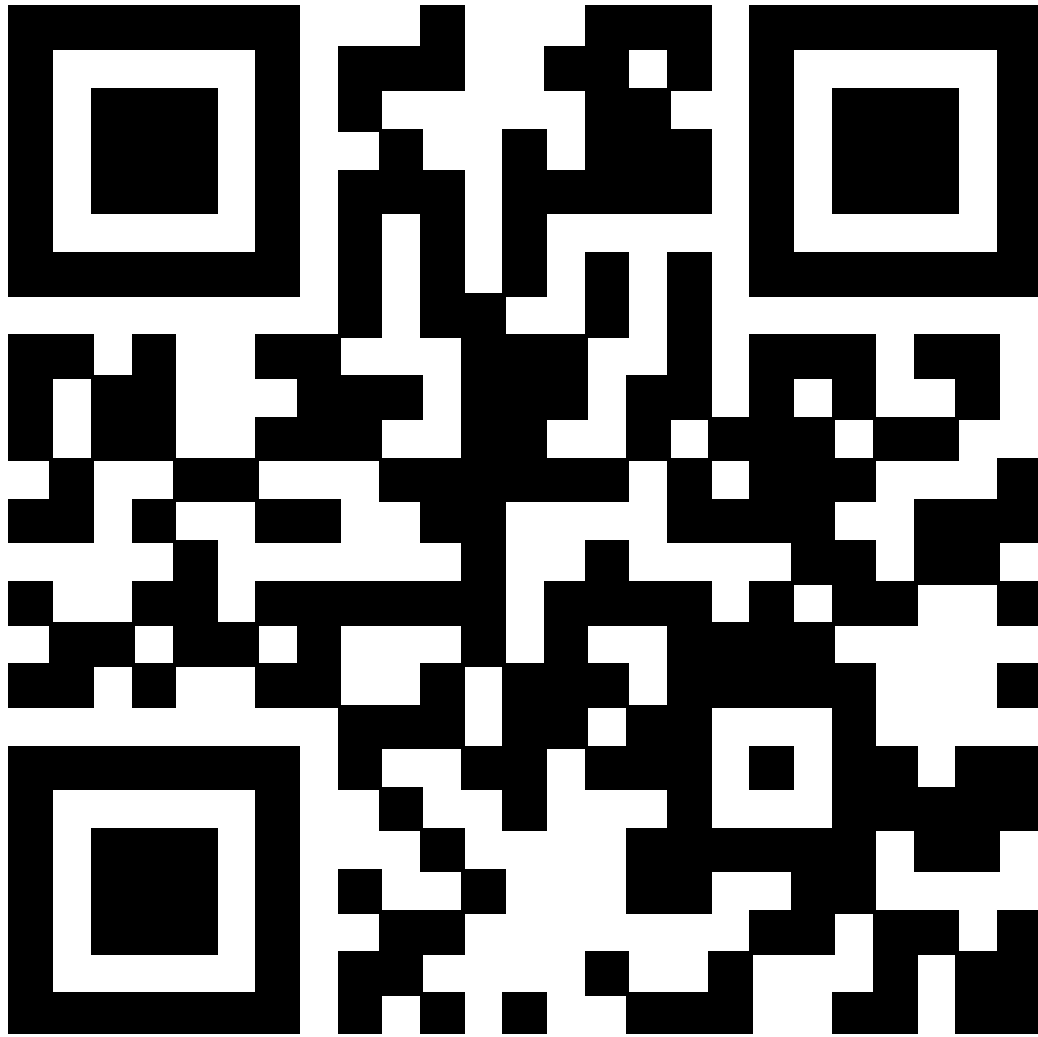
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15:45 – 16:30

Board games and EU Green Skills - unpacking a board game to explore potentials and critical points for Sustainability education

Luana Silveri, Centre for Learning and Teaching,
University of Groningen

In this workshop we want to explore the power of games as tools to foster key EU green skills in a non-formal educational context. We will explore essential game elements that effectively introduce sustainability concepts and cultivate competencies such as systems thinking and future scenario building. One of the highlights of this workshop will be the **FRACTALgame**, designed to increase awareness of Green Infrastructures (GIs) and their role in supporting ecosystem services and conservation in the Alps. Through this workshop, we will look at how to design and implement game-based activities to engage learners and enhance their understanding of complex environmental issues.

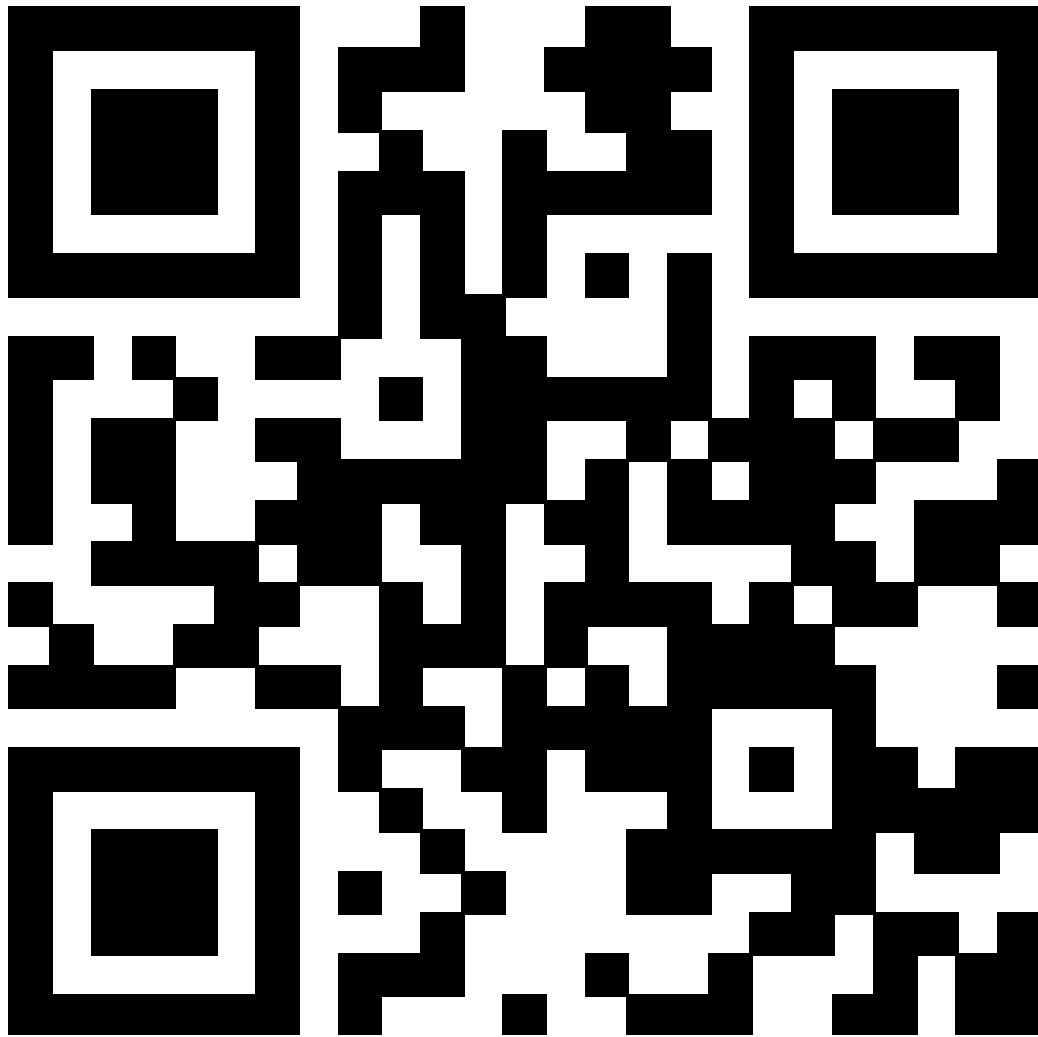


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15:45 to 16:30

From Memory to Action: Explore the SDGs Through Play

In this session, we will briefly introduce the SDG memory game we've created, which can be played both digitally and in person. There will be a short introductory presentation to explain how the game works and its connection to the Sustainable Development Goals. Afterward, participants will have the opportunity to try the game themselves and experience the fun and educational aspects firsthand.



edu.nl/frakb

Online Table Talks

14:00 – 14:45

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SDGs Through Play**

In this session, we will briefly introduce the SDG memory game we've created, which can be played both digitally and in person. There will be a short introductory presentation to explain how the game works and its connection to the Sustainable Development Goals. Afterward, participants will have the opportunity to try the game themselves and experience the fun and educational aspects firsthand.

And more!