



Basics of Edutainment, Game-Based Learning and Storytelling



Games Without Barriers project Co-funded by the Erasmus+ Programme of the European Union
G.A. n. 2019-1-IT01- KA202-007450 - CUP code G95G19000500006

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LU Objective

To learn the basics of

- Edutainment
- Storytelling
- Game-based learning and gamification

And to introduce those element explaining the functioning of the project game-based web app





A travel in

EDUTAINMENT

Wattajob
Games Without Barriers
Joint Staff Training Event
19-23 October 2020

START



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INTRO



We believe that innovation starts with people. Wattajob helps schools and companies to manage change, designing innovation paths with people at their centre.

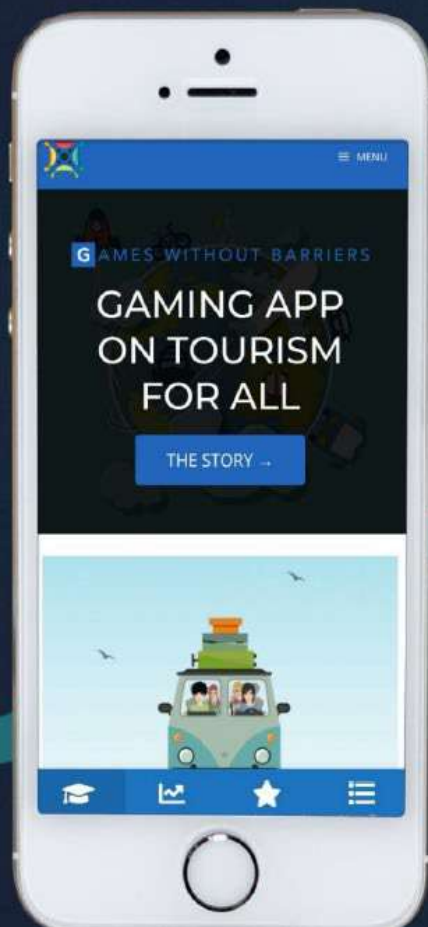




Edutainment, Game-Based Learning and Storytelling



GWB APP



Mobile Web App



A tool to learn new notions and skills



Edutainment



Play



Storytelling

[GO TO INDEX](#)

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The word *Edutainment* is a neologism that combines the two terms "education" and "entertainment" and refers to educational contents realized in forms that entertain. Its goal is to make learning engaging and fun.





EDUTAINMENT



The term became popular in the late twentieth century, simultaneously with the development of the entertainment industry. New media and technologies are an important element in Edutainment: even if the concept is not new (just think of fairy tales), technological innovation changed the game, opening the doors wide to new development opportunities of edutainment products.





TECHNOLOGY



TV PROGRAMMES



COMPUTER GAMES &
MULTIMEDIA



MOBILE APPS



MOVIES



VIDEOGAMES

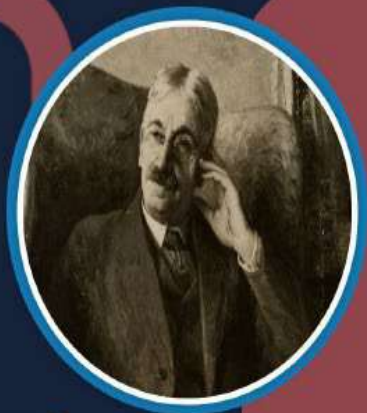


IMMERSIVE TECH





EDUCATIONAL FOUNDATION



John
Dewey

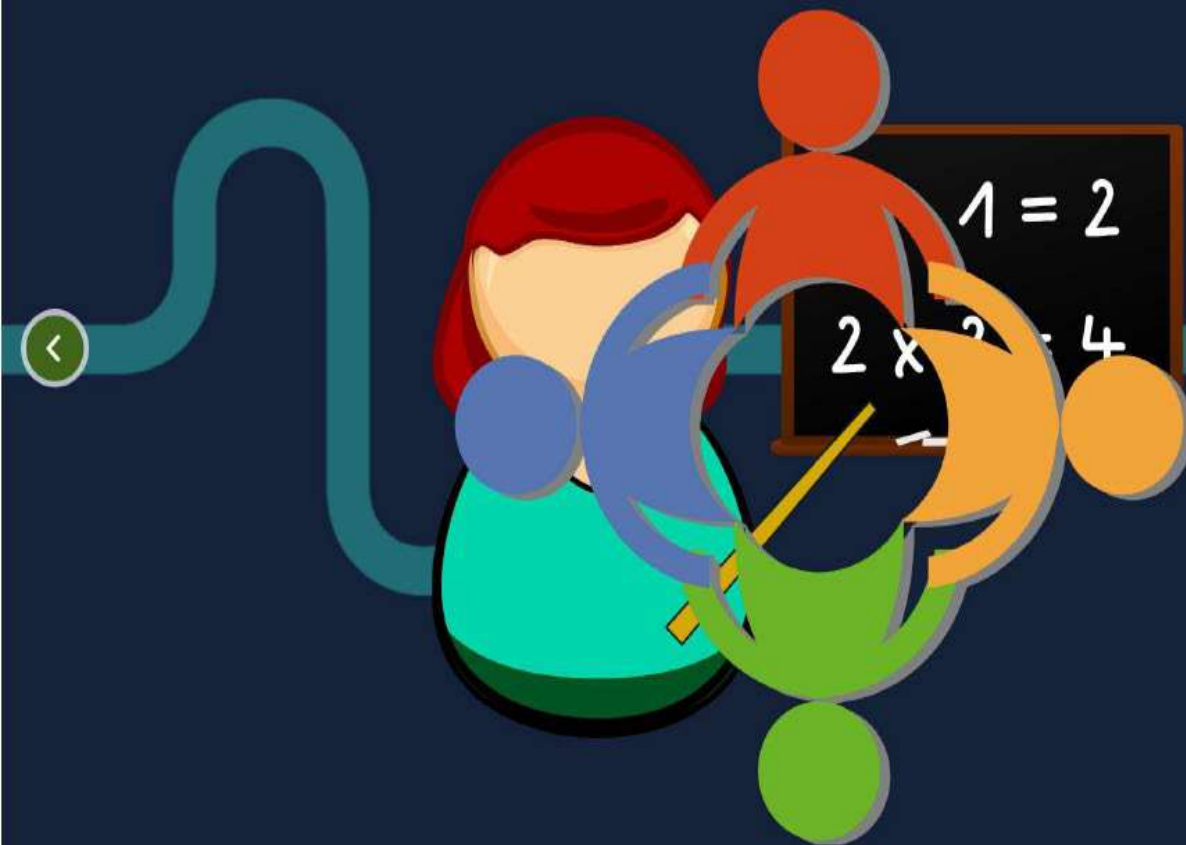
The educational foundation of Edutainment is found in cognitive psychology and in the thought of the philosopher **John Dewey**.

Dewey pointed out the importance of initiative and engagement of the child in the learning process and claimed that education should not be a boring or oppressive process, but it should use experiential and captivating methods.





EDUCATIONAL FOUNDATION



Dewey's educational theory has made a shift from traditional teacher-centered instruction to a more interactive, engaging, experiential method and that is the reason of the importance of new technologies in edutainment products. The interactive technologies, turning the users into actors, involve and entertain reducing the gap between the teacher as the leader of knowledge and the learners who passively receive the information.





FOCUS ON



2 ELEMENTS OF EDUTAINMENT:





🏠 ☰ PLAY



The *UN Convention on the Rights of the Child* recognizes to children not only the right to rest and leisure, but also to play and to enjoy recreational activities (Art. 31). So, play is a child's right. Why is it so important?





🏠 ☰ PLAY



Many scholars have theorized the importance of play for the development of the child and, more in general, as an essential element of human existence.

Even if in the past there was already talk of play and learning (let's think of Rousseau), the interest in studying the role of play in the development of children increases in the 900, thanks to social sciences and to anthropological studies.





THE IMPORTANCE OF PLAY



HOMO LUDENS, 1938



JEAN PIAGET



JOHN DEWEY



MARIA
MONTESSORI



Some milestones in the XX century





PLAY & LEARNING: BENEFITS



The concept of "play" is not universal: it changes based on the culture (see map aside).

But, beyond any cultural specificity, play is a universal tool to boost the learning process. Play is central to how children learn and it makes sense of the physical world in which they act, of their emotions and relationships.





2 PARADIGMS OF PLAY *in Edutainment*



*Game-Based
Learning*



Gamification

WATCH





GAME-BASED LEARNING



DEFINITION

GAME-BASED LEARNING is the use of games to achieve some specific learning goals. The game itself becomes a learning tool.

The Oregon Trail, 1971



[+ READ MORE](#)



[+ READ MORE](#)





Minecraft, a very loved and popular 3D game. Born as a commercial game, it is now available in a specific Edu Edition.





Microsoft Flight Simulator

More than a simple game, it's a very realistic simulator acclaimed by real pilots.







THE KEYWORD: ENGAGEMENT



BEHAVIOURAL

AFFECTIVE



COGNITIVE

SOCIO-CULTURAL





WHEN TO USE GBL



CONTACT



Gaming related skills



Traditional subjects



Soft skills

WATCH



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☰ GAMIFICATION: DEFINITION



5+
POINTS

Gamification means the application of typical elements of game playing to other areas of activity.





☰ GAMIFICATION: APPLICATIONS



CONTACT





Storytelling is an element of gamification. Not every game has a narrative theme, but there are some games in which gaming mechanics are supported by a storyline. This storyline can be more or less structured and complex: in some games, it is just a thin line that suggests a context in which the gamer acts; in other games, the story is strong and articulate and it's the real motor of the game. In this story-driven games, the gamer becomes a character of the story and this is a powerful spring for motivation and engagement. When applied to the education field, storytelling offers many benefits to enhance the learning experience:





01 INFORMATION
Storytelling helps us to remember and process information. Furthermore, it gives sense to data: if mere data are perceived as meaningless, a narrative theme gives them a context, making data more significant for us.

02 MOTIVATION
Stories can motivate learners to achieve a learning goal and inspire them to take action.

03 ENGAGEMENT
Learner became the main character of a story, the star of an adventure.

BENEFITS OF STORYTELLING IN LEARNING

04 KEEP IT REAL
In learning, it can be useful to develop narrative scenarios that recreate realistic situations. These simulations can be very effective to improve skills for later use in the real world.

05 ATTENTION
Storytelling grabs attention and retains it while the learner learns.

06 FUN
Like a game, a good story amuses the learner.

[WATCH](#)





GWB MOBILE WEB APP



The "Games Without Barriers" mobile web app aims to teach notions and develop skills using the principles of game-based learning, gamification and storytelling seen in this lesson. Let's discover these elements right in the app.

GO!



