

TEGA

PROJECT PARTNERS



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OBJECTIVES

TEGA specifically aims to:

To promote training opportunities to higher education facilitators in the implementation of game-based learning strategies to enhance abstract syllabus teaching of curricula transversal skills;

To foster students' access and participation in the field of Higher Education through the dissemination of more inclusive pedagogical approaches;

To promote evidence-based approaches to the implementation of games in higher education and best practices in the field;

To explore in-depth the methodological, pedagogical and skills and competencies assessment aspect of the use of games in educational settings;

To disseminate the required innovative resources and game-based methodological assets openly, to capacitate a broad range of Higher Education professionals;

To promote collaboration among professionals and foster an interactive community of practice as a strategy to foster long-term and sustainable peer exchange in the field of Higher Education



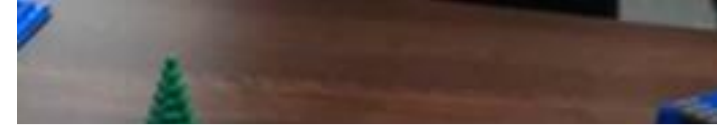
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TEGA

Training The Educators To Facilitate The Teaching And Assessment Of The Abstract Syllabus By The Use Of Serious Games



ABOUT

- We believe TEGA offers an innovative contribution within the existing methods of transdisciplinary and inclusive teaching/learning, with a game-based view. TEGA will empower higher education trainers in game-based strategies to promote curriculum transversal skills, such as decision-making, problem-solving or conflict resolution, the methodology can be easily implemented in other study areas, or for other types of audiences. This audience-centred approach will deliver impact and value in a range of subjects, syllabus and audiences.
- We are keen to map the training against existing European frameworks in order to make it accessible to all suitable audiences all over Europe. To that end, it is noteworthy that the outputs from TEGA will be offered as a Massive Online Open Course (MOOC), with an assessment system, aiming to capacitate anyone attending the course. This high level of transferability will increase the value of TEGA and improve continuous feedback on what we create.

PROJECT RESULTS

Intellectual Output I – Vilnius University (Lithuania)

The Best Practices Guide – the deep research activity will involve engaging participants, requesting their contributions in the research, and in understanding the context fully for the report. Experts will be very valuable here and we will involve them throughout the preparation and delivery of the output, this includes reviewing the report before it is published.

Intellectual Output II – London South Bank University (UK)

TEGA Methodological Guide – we will involve participants in the validation of our work in this output which will be heavily informed by the previous output. Review and feedback for this output will come directly from users and participants to guide the development of a high quality and high impact teaching methodology.

Intellectual Output III – Lusófona University (Portugal)

TEGA Online Course - this output will be available through an online collaborative platform, to “push” the training material to the course trainers, allowing the exchange of experiences. In itself adopts a game-based approach to foster motivation and engagement. For this output, we will involve participants in the piloting phase in order to collect feedback from outside the partnership. The result of this will feed into IO4.

Intellectual Output IV- Hellenic Open University (Greece)

TEGA Community of Practice - we plan to “pull” the engagement and feedback from all participants of the IOs above to join our community of practice services in order to strengthen the network of practitioners in Europe and ensure an active exchange of practices as well as the sustainment of the community.

TARGET AUDIENCE



Higher Education
Academics



Game-based
learning educators



Vocational
Education Trainers



Informal
Educators



Government
Representative in
Higher Education