TEGA

PROJECT PARTNERS

HELLENIC OPEN UNIVERSITY

EST 1892 LSBU

VILNIAUS UNIVERSITETAS ·1579· UNIVERSITAS VILNENSIS

UNIVERSIDADE LUSÓFONA

OBJECTIVES

TEGA aims to:

- Promote training opportunities for Higher Education facilitators in the implementation of game-based learning strategies in teaching.
- Foster students' access and participation in Higher Education through the dissemination of more inclusive pedagogical approaches.
- Promote evidence-based approaches to the implementation of games in Higher Education and best practices in the field.
- Explore in-depth the methodological, pedagogical and skills and competencies assessment aspect of the use of games in an educational setting.
- Disseminate the required innovative resources and game-based methodological assets openly, to capacitate a broad range of Higher Education professionals.
- Promote collaboration among professionals and foster an interactive community of practice as a strategy to foster long-term and sustainable peer exchange in Higher Education.

CONTACT

https://www.tega-project.eu/

s.rye@bradford.ac.uk

London South Bank University

LSBU Business School

103 Borough Road, London, SE1 0AA, UK

TEGA

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

ABOUT

- TEGA is a unique project based on the experience of four European universities renowned for applying innovative teaching approaches.

- The aim of the project is to develop a game-based teaching strategy that intends to change traditional pedagogical practices.

- This teaching strategy can enhance academic skills in Higher Education institutions and enable the students' learning process.

- The methodology promotes students' equal participation in the class, and in the educational process in general. It helps all students (including those with learning disabilities, non-native language speakers, individuals with introverted personalities) to gain a better understanding of abstract concepts and facilitates the acquisition of crucial skills which are in high demand.

PROJECT RESULTS

Best Practices Report – Vilnius University (Lithuania)

The *Best Practices Report* is based on best practices in the area of game-based teaching and assessment from experts from all over Europe. It includes materials, resources, research and documented case studies of game-based approaches to teaching. It describes the challenges experts were facing during implementation of the practices and an articulated set of advice on how to confront these challenges.

TEGA Methodological Guide – London South Bank University (UK)

The *TEGA Methodological Guide* includes information required for educators to create and implement the game-based learning activities in their specific contexts. The guide was validated by the participants and was heavily informed by the IO1 Best Practices Guide.

TEGA Online Course – Lusófona University (Portugal)

The TEGA Online Course offers an assessment system aiming to capacitate anyone attending the course to successfully implement game-based learning and assessment activities in their professional lives. The e-learning system has been developed to match defined requirements and includes step by step videos and material concerning game-based learning, strategies of implementation, and information regarding specific groups and subject areas.

TEGA Community of Practice (CoP) - Hellenic Open University (Greece)

TEGA Community of Practice is an open online service that facilitates creation of the EU Network of Practitioners of TEGA game-based teaching. The CoP contains resources management, users' communication and evaluation, and documentation and it will be continuously enriched with new content. The community includes a combination of online meetings, live online events and collaboration (projects per working group) over time within the online services.

Project results: https://www.tega-project.eu/results/

TARGET AUDIENCE

Higher Education Academics
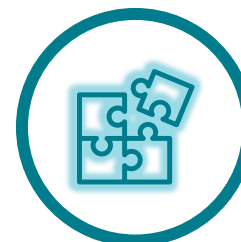
Game-based learning educators

Vocational Education Trainers

Informal Educators

Government Representative in Higher Education