

Capacity BUilding for Integrating GAMe-Based Learning in Education Science Through Teacher Training in Western Balkans Countries

Objective of the project is to develop a joint, accessible and successful system of use of Game-Based Learning (GBL) approach and to build capacities for integrating GBL practices in Education Science and to contribute to the training of university and non-university teachers in Western Balkan countries.

Specific objectives are:

- Representative centres in Western Balkans Partner Countries for GBL and a network including teacher training centres to share innovative practices;
- Online resource base to support Education Science teachers and head management in integrating GBL in classroom teaching and school-based management;
- Handbook on regional guidelines on curriculum framework and standards of GBL infusion by university and non-university teachers

Project outcomes:

- Representative GBL approach advisory centres in WB partner countries
- Online data base, resource and reference tool
- Final conferences in WB partner countries

Outputs:

- Handbook on regional guidelines, curriculum framework and standards of GBL infusion by teachers
- Teacher standards for competencies in ICT
- Prototype course units and modules with integrated GBL in Education Science
- Material and equipment packages for realization of GBL training and operational activities of representative centres.

Partners:

Vienna University of Technology (Austria)
Latvia Culture college (Latvia)
Burgas Free University (Bulgaria)
"Aleksandër Moisiu" University of Durrës (Albania)
Marin Barleti University (Albania)
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