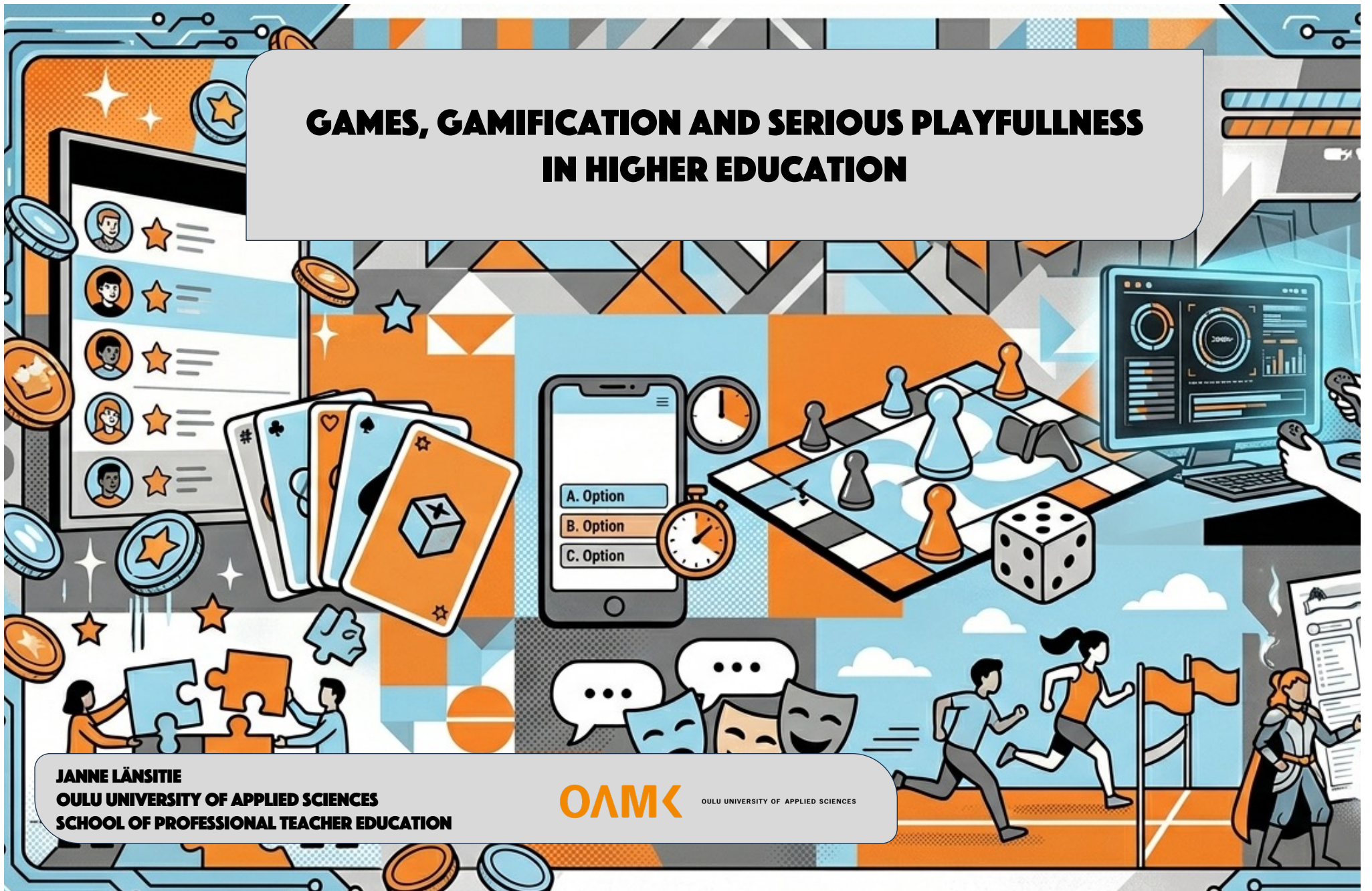


GAMES, GAMIFICATION AND SERIOUS PLAYFULLNESS IN HIGHER EDUCATION

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SERIOUS PLAYFULNESS

IMAGINATION ENGINE

"Homo Ludens"

IMAGINATION ENGINE

PLAYFUL SYSTEMS

PLAYFUL SYSTEMS

SERIOUS PROBLEM-SOLVING

CREATIVE FREEDOM

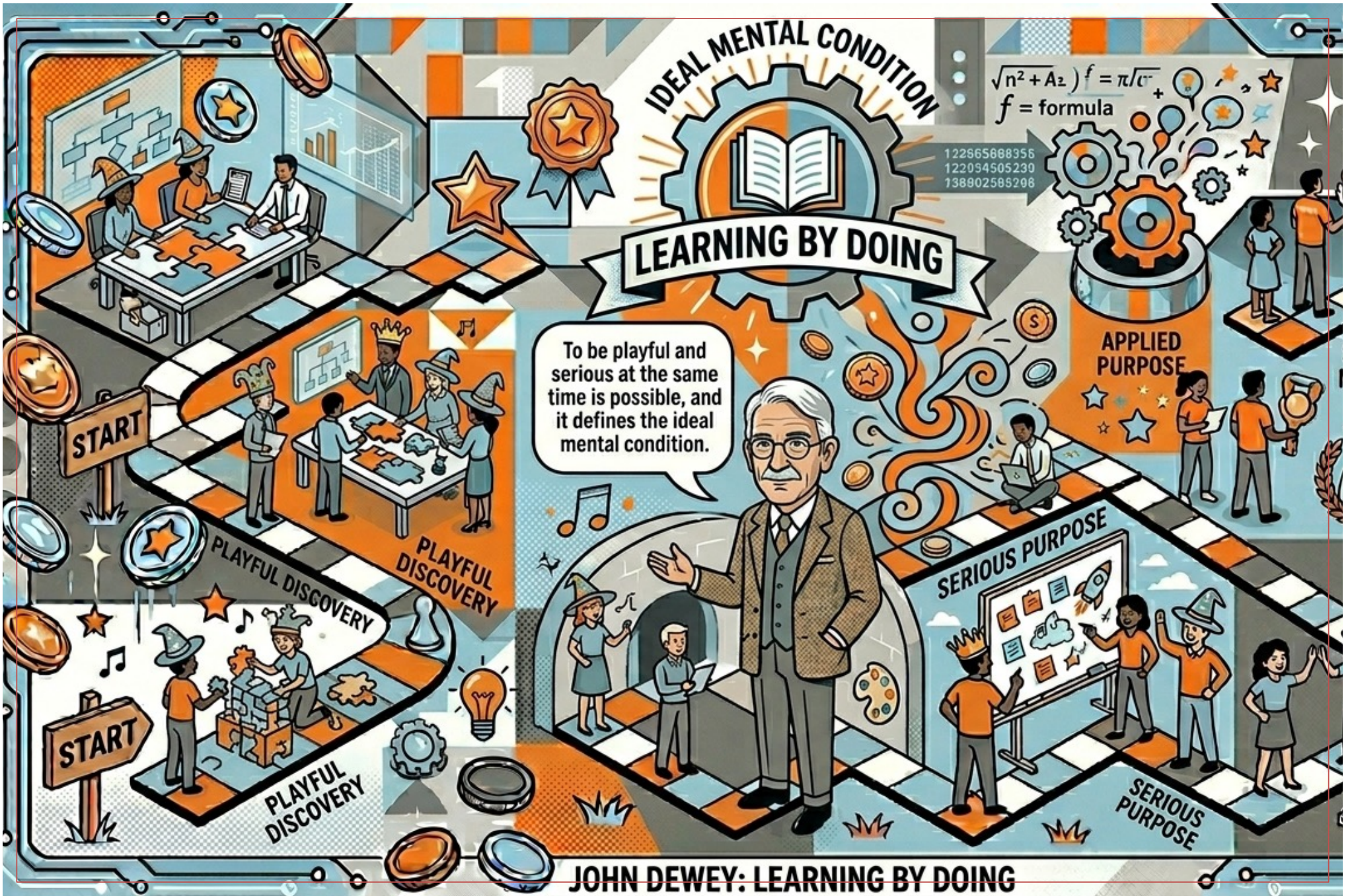
PLAYFUL COLLABORATION

SERIOUS MASTERY

SCHOLARLY OBSERVATION

122RE5086255
122834365339
700192586290





IDEAL MENTAL CONDITION

LEARNING BY DOING

To be playful and serious at the same time is possible, and it defines the ideal mental condition.

$$\sqrt{n^2 + A_2} f = \pi/c^r +$$

f = formula

122965888356
122094505230
138902596208

APPLIED PURPOSE

SERIOUS PURPOSE

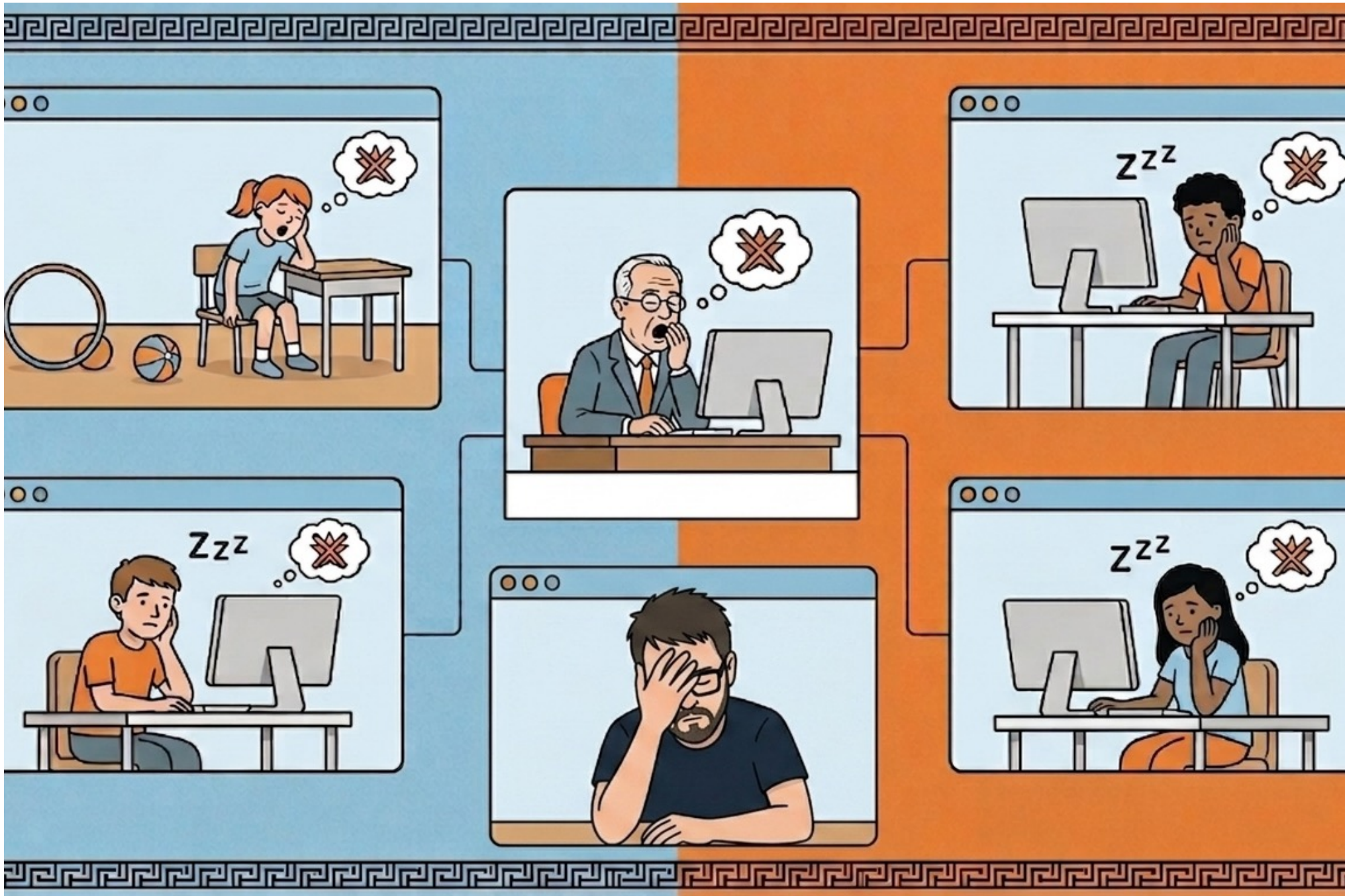
PLAYFUL DISCOVERY

PLAYFUL DISCOVERY

PLAYFUL DISCOVERY

SERIOUS PURPOSE

JOHN DEWEY: LEARNING BY DOING






IMMERSIVE AND MEANINGFUL LEARNING EXPERIENCE


AI - READY OR FUTURE PROOF LEARNING SOLUTIONS

CREATIVE AND FUN WAYS TO TEACH





Try, make mistakes.
Fail big and fail happily.



Enjoy things even when
you're screwing up.

**CASE EXAMPLES, ~~FAILED PROJECTS...~~
PROJECTS THAT TAUGHT US A LOT!**

We made a mistake. That's
good. We just learned
something.

Psst! That's
Keith
Johnstone!

HACKATHON STYLE COMPETITION



Educational
Video
Challenge



EDIT

Educational Challenge Process



Educational Challenge Process

LEVELS OF ACCOMPLISHMENT



Saavutettava
opetusvideo



Verkko-opetuksen
mallit



Tekijänoikeudet
verkossa



Opettajan digitaidot



Digiportfolio



Älykkäät teknologiat



Vuorovaikutus
verkossa



Digitaalinen ohjaus



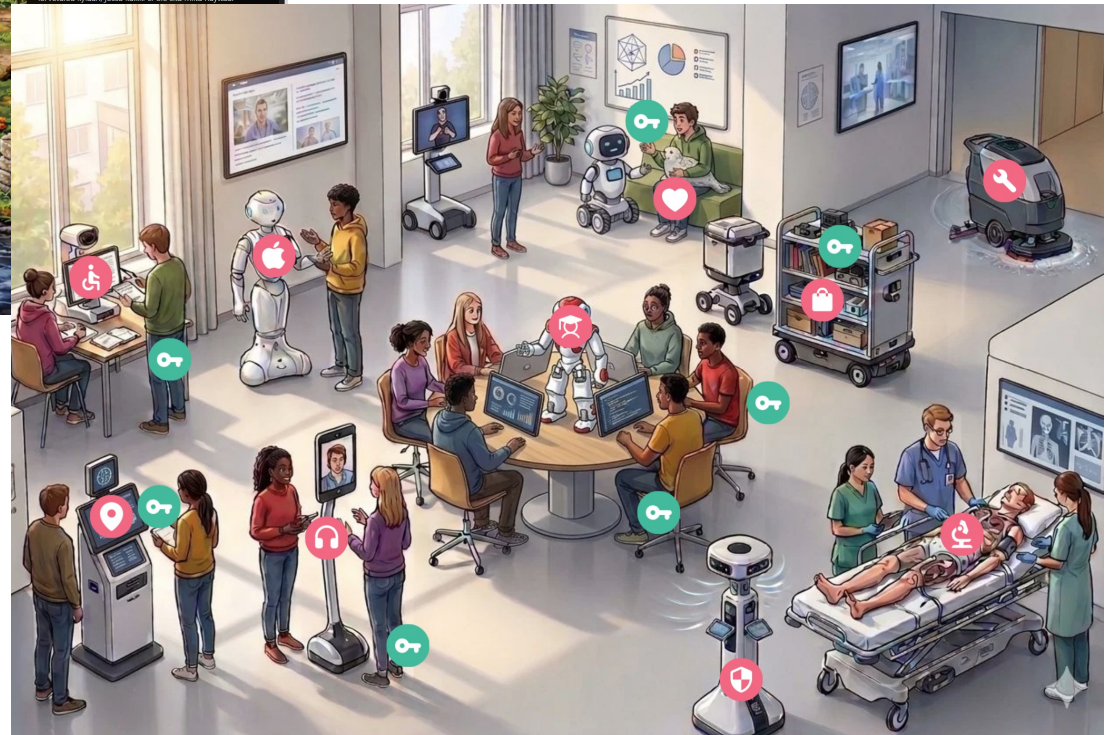
TREASURE HUNT / GEOCACHING PODCAST LECTURE



(ONLINE) BOARD GAME – GROUP EXAMINATION

	Ota kantaa ? ?	Ota kantaa ? ?	Ota kantaa ? ?		Puuttuva sana ? ?	Puuttuva sana ? ?	Puuttuva sana ? ?		Totta vai tarua ? ?	
Mitä tekisit, jos... ?	<div style="text-align: center;">  <p>OPEQUEST - TYÖELÄMÄ PELISSÄ -</p>  <p>NOPPA</p>  <p>PELINAPPULAT</p> <ol style="list-style-type: none"> 1. Valitse pelinappula ja siirrä se hiirellä aloitusruutuun (punainen nuoli) 2. Pyöritä noppaa klikkaamalla 3. Liiku pelilaudalla ja vastaa kysymyksiin. Kysymys aukeaa klikkaamalla kysymysmerkin kuvaa tai ikonia. 4. Peliiä voi pelata useamman kierroksen </div>								? Totta vai tarua	
Mitä tekisit, jos... ?									? Totta vai tarua	
Mitä tekisit, jos... ?										
	? ?	? ?	? ?		? ?	? ?	? ?		? Hyvä käytäntö	
<p>LOMA</p>  <p>Powered by genially EDUCATION</p>	Roolin vaihto	Roolin vaihto	Roolin vaihto		Käsite	Käsite	Käsite		Hyvä käytäntö	

360 ESCAPE ROOMS / PUZZLE GAMES



VIBE CODING PLATFORM JUMPER GAMES – TERMINOLOGY QUIZZ

Score: 35

Formative Assessment

Formative
Assessment

Pl
Gr



ROLE PLAYING SCENARIOS

Made with **WONDA**

Mikael
16-vuotias autoalan 1. vuoden opiskelija. Motivaatio kadoksissa.

Ohje
Aloita klikkaamalla opiskelijaa ja sanomalla sen jälkeen moi.

Conversation
Mikael Edit

HOLD TO TALK ...Or Type

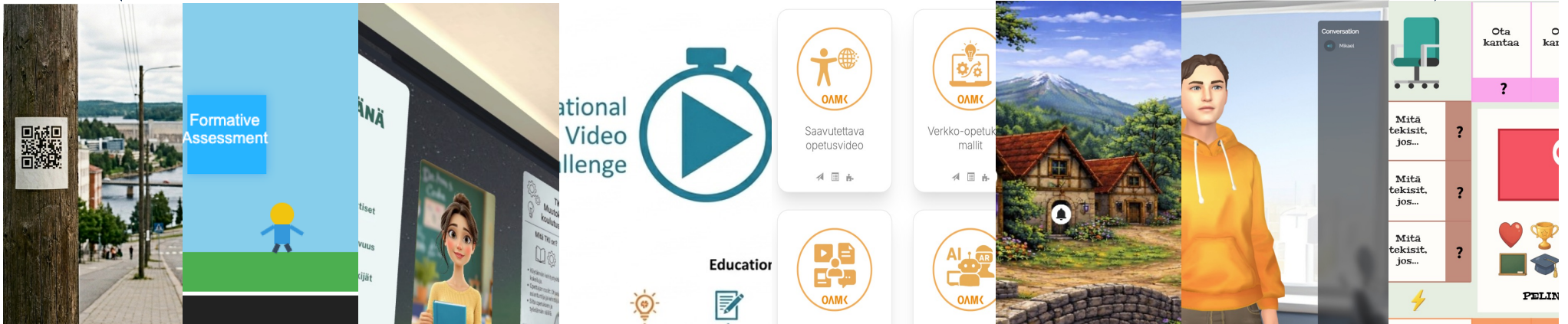
"OPEN WORLD" LEARNING ENVIRONMENTS



WHERE ARE THEY NOW? WHERE ARE THEY GOING?

MAYBE IT'S NOT WORTH OUR WHILE

MORE, MORE MORE!



THANK YOU!



OAMK

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