Summary

Traditionally, **teachers and trainers** used in their practice a dominant learning paradigm: the instructional, thus limiting their creative potential and inhibiting learning. Recent studies instead show that in normal situations learners combine different **metaphors** to a lesser or greater degree simultaneously: Imitation, Participation, Acquisition, Exercising, and Discovery.

Moreover, **Game-based learning** (GBL) supports creativity and inquiry-based learning processes.

We grow up and become our own parents
We teach like our own teachers
In a changing world must we learn as we were taught?

We will create learning contexts where teachers of **Comenius**, **Erasmus** and **Leonardo** sub-programmes can apply creativity in **designing their own GBL scenarios** using digital tools. Within training workshops, teachers will use two main **game editors**.

PROACTIVE will foster creativity and support the flexibility of teachers in designing their learning sessions in **18 pilot sites** covering different areas in **five countries**.

Objectives and Results

- To stimulate the creativity of trainers working in LLP sub-programmes

- To develop a conceptual framework for integrating different learning metaphors

- To introduce innovative ICT-based experiences in teaching and training

- To adapt and enhance two game editors, integrating five learning metaphors

- To implement co-design creativity sessions and pilot sites for addressing school, university and vocational education priorities

- To validate the proposed approach as a means of learning

- To evaluate the project's impact on teachers' creativity and students' outcomes

- To disseminate a database of learning games and related active learning culture within EU education

PROACTIVE will produce guidelines on creativity enhanced by GBL

Game-Based Learning

<e-Adventure>

is a tool for creating adaptable 2D point-and-click adventure games for educational applications. It is an open source software which contains templates and libraries of visual objects that are used in the production of the scenarios.
For PROACTIVE, an adapted release of <e-Adventure> will be produced, which facilitates the integration of the learning metaphors.

Eutopia

is a tool for creating learning scenarios in 3D virtual worlds. It consists of variety of modules and libraries (virtual objects and actions) for creating the learning scenarios. Players, scenarios script writers, tutors and teachers can freely download the software package and produce scenarios, exercises, questionnaires, etc.

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ProActive
Fostering Teachers' Creativity through Game-Based Learning

Helping teachers in designing Game-based Learning scenarios

Developing **creative** and **innovative** educational **ICT**-based practice