

PROACTIVE IN PRACTICE

ProActive is a European project which promotes an **innovative pedagogical approach** where educators at various levels become game designers.

Within co-design workshops, teachers and trainers from **23 educational institutions** in four countries (Spain, UK, Italy and Romania) used two game editors for designing their learning games.

In total, **60 GBL scenarios** were designed, and tested in real settings with students involved in **hands-on sessions**.

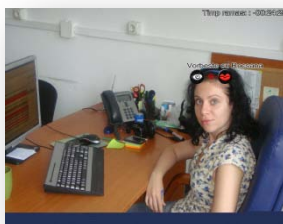


Teacher: "The project generated a synergy of collaboration among teachers, as well as the elaboration of a viable educational project."

Teachers in the classroom played the role of **facilitators**.

Students' **concentration**, **engagement** and self-regulation of behaviour were favourably affected by the approach.

Student: "I never thought that at my age I would play games and learn in the same time."



The approach directly addresses **transversal competences** needed in the information age, such as self-regulation and **learning by doing**.

PROJECT OUTCOMES

Main results achieved during ProActive:

Psycho-Pedagogical Framework Fostering Creativity which links the concepts of creativity, GBL and the learning metaphors;

New release of EUTOPIA and <e-Adventure> game editors, with new virtual environments, graphical resources and functionalities to create games collaboratively;

Collection of Templates and Libraries, containing useful resources for creating games;

Handbook for Production of Creative GBL Scenarios, a helpful manual for all educators interested in designing and implementing their own GBL scenarios;

Guidelines for Creative Game-Based Learning Practices, with practical examples, case studies and success stories to help teachers progress GBL;

Evaluation Analysis report, which presents procedures and findings of the project;

GACET'11 Conference, a successful event attended by more than 100 people (scientists, engineers, and practitioners) held in Rome on 17-18 of November 2011. Full papers and abstracts were published in the **Conference proceedings** (ISBN 978-88-8338-118-8).

All these resources are available on the ProActive website

www.proactive-project.eu

The ProActive online repository of GBL scenarios

The project has developed a repository of 60 GBL scenarios with **downloadable free of charge games**. These have been created by teachers and trainers in the partners' countries.



Games deal with a **wide range of subjects** (including physics, history, rock climbing and medical routines) and address **different educational levels** (primary-secondary education, universities and professional training).

Access the GBL scenarios at:

www.proactive-project.eu/repository/

The project methodology and outcomes have been evaluated with different tools, involving teachers, students and GBL experts. Here are the main findings:

> Creativity and game design

Motivation is a critical factor to keep teachers engaged in the game design process. **Collaboration** among teachers and with students enhanced the processes of generation and evaluation of ideas. **Game editors' affordances** acted as mediators, shaping the game dynamics and profiling its mechanisms, facilitating the production of ideas.

> The five learning metaphors

Acquisition, **Imitation**, **Participation**, **Experimentation**, and **Discovery** appeared to foster educators' reflection on possible new ways of teaching and learning. They were considered as a starting point for design, and as criteria for evaluating their games. The games combined mostly the experimentation and acquisition metaphors.

> Project impact

Evaluation performed shows that the biggest impact of **ProActive** has been in **participants' knowledge and beliefs**. Teachers and trainers have increased their skills and changed their opinions towards GBL design, development and implementation, learning to use the game editors and working with their colleagues. As one primary school teacher puts it, ProActive offered "*a possible way to use videogames in the classroom*".

Visit the ProActive website, for latest news, events, resources, results and outcomes!

www.proactive-project.eu

Free access to games and related scenarios from the Online Repository of GBL scenarios at:

www.proactive-project.eu/repository

Join us on Facebook!

www.facebook.com/groups/107588592667609/

Watch us on Youtube!

www.youtube.com/user/proactiveprojecteu/

ProActive

Fostering Teachers' Creativity through Game-Based Learning

Become a **game designer**

ProActive game editors are available

Get inspired, **teach with fun**

ProActive games are ready

Be even more **creative**

The ProActive guidelines are released



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