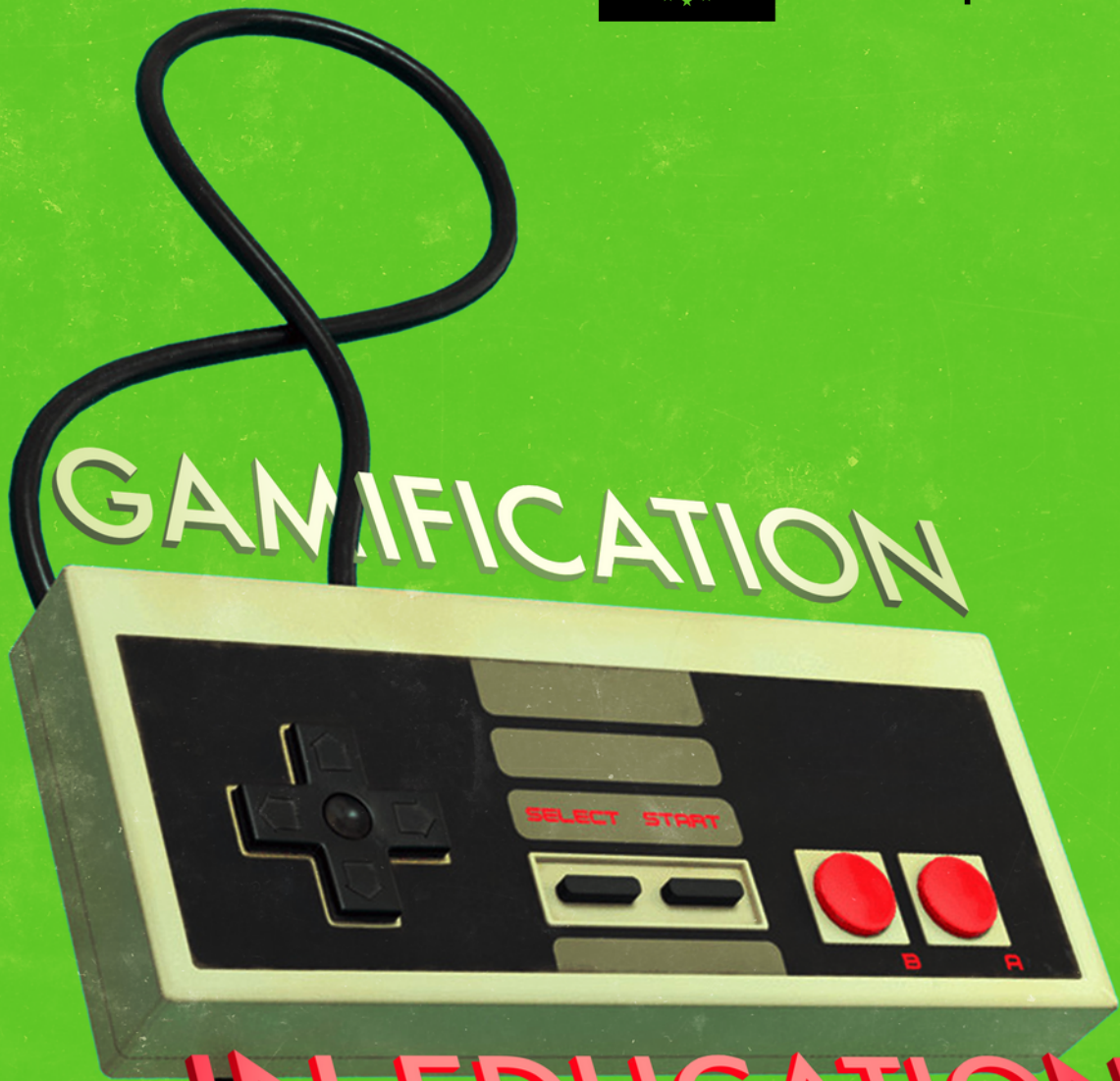




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IN EDUCATION



GAMIFICATION IN EDUCATION TOOLKIT

Welcome to the Gamification in Education Toolkit, created as part of the Erasmus+ project!

This toolkit is the result of the collaboration of international participants from various countries who joined forces to explore the potential of games as educational tools. The project aimed to showcase the diverse possibilities offered by gamification, the integration of game elements in educational contexts.

The project was organized into days, each focusing on a different type of game: Urban Game, Escape Room, RPG, and LARP. The start of each day included theoretical sessions, during which participants gained knowledge about the specific type of game and reflected on how to utilize it in working with young people. Subsequently, in practical sessions, participants had the opportunity to step into the roles of players and experience firsthand how these games can engage, teach, and inspire.

Additionally, over two intensive days, participants delved into the intricacies of character creation, props, and costumes, allowing them to immerse themselves even deeper into the world of gamification.

The main outcome of this project is this toolkit, designed to inspire and support other educators and practitioners in incorporating gamification into their teaching process. You will find ready-to-use tips, tasks, and solutions here, helping you design engaging and effective educational experiences based on games.



MANUAL

Within the framework of "The Great Book of Gamification," games become educational tools, opening the door to fascinating opportunities for learning and exploration. We are creating a space where young people can explore the world in innovative ways, challenging themselves and gaining skills in unusual ways.

In our toolkit you can find information on various gamification methods such as:

Urban Games: Delve into urban game scenarios, discovering the secrets of the city and its history, while learning actively and interactively.

Escape Rooms: Delve into puzzling scenarios where solving puzzles becomes a tool for gaining knowledge and developing logical thinking.

LARP: Take on the roles of characters and move into fantastic worlds where decisions made have real consequences and participation teaches empathy and cooperation.

RPG: Take on the roles of characters and participate in interactive stories, developing social skills and creativity.

Create Educational Scenarios: Learn how to create education-based games that engage young people in an appealing way.

Feel free to browse






URBAN GAME




GAME DESCRIPTION

URBAN GAMES ARE IMMERSIVE AND INTERACTIVE EXPERIENCES THAT TAKE PLACE WITHIN A CITY OR URBAN ENVIRONMENT. THEY OFTEN BLEND PHYSICAL ACTIVITY, PROBLEM-SOLVING, AND TEAMWORK TO ENGAGE PARTICIPANTS IN UNIQUE WAYS. PLAYERS NAVIGATE THE CITY, SOLVING PUZZLES, COMPLETING CHALLENGES, AND INTERACTING WITH THEIR SURROUNDINGS TO ACCOMPLISH SPECIFIC GOALS.



USING URBAN GAMES IN WORKING WITH YOUTH

URBAN GAMES OFFER A DYNAMIC WAY TO ENGAGE YOUNG PEOPLE IN LEARNING AND EXPLORATION. THE BIGGEST UPSIDE OF CITY GAMES IS THAT YOU CAN SHOWCASE CERTAIN AREAS, BUILDINGS ETC. WHICH HAVE MEANINGFUL HISTORY. IT'S EASY TO CONVERT INFORMATION INTO PUZZLES AND MAKE THEM A LITTLE MORE INTERESTING.



FOR INSTANCE, EVERY ERASMUS PROJECT WE START WITH A CITY GAME; BY PLACING THE GAME FIELD ON THE OLD TOWN OF LUBLIN WE CAN SHOWCASE THE CITY, PARTICIPANTS CAN EXPLORE IT USING A MAP. DUE TO USING TEAMBUILDING TASKS AND PUZZLES WE CAN SET UP THE RIGHT ENERGY FOR THE REST OF THE PROJECT.

HOW TO CONDUCT AN URBAN GAME

PREPARATIONS:

WHEN CREATING AN URBAN GAME ANSWER THIS THREE QUESTIONS:

- WHY DO I WANNA MAKE THE GAME?
- WHO ARE MY PLAYERS?
- THAT THEME SHOULD THE GAME HAVE?

FOR THE EXAMPLE FOR OUR CITY GAME THE ANSWERS ARE:

-WE WANT TO SHOWCASE OUR CITY AND CONDUCT MORE INTERESTING TEAMBUILDING ACTIVITIES FOR OUR PARTICIPANTS

-ERASMUS + GROUPS, 20-35 PEOPLE, AGE BETWEEN 18-35

-LUBLIN HAS INTERESTING URBAN LEGENDS, SO WE WANTED TO USE THEM IN OUR GAME

MAKING THE GAME

START UP WITH CHOOSING THE LOCATIONS AND CHARACTERS FOR YOUR CITY GAMES, SOME TASKS MIGHT REQUIRE CERTAIN OBJECTS, LIKE TREES OR OPEN AREAS.

THINK ABOUT YOUR STORY, ARE THE PLAYERS TIME TRAVELERS, DETECTIVES, WHY ARE THEY GOING TO THOSE PLACES, WHY DO THEY NEED TO SOLVE THE PUZZLES?

MAKE THE RULES, IT'S IMPORTANT THAT THEY ARE SHORT AND EASY TO UNDERSTAND, NOBODY LIKES WHEN THE PLAYERS STARTS TO WALK RANDOMLY RATHER THEN FROM POINT TO POINT AS

THE MAP SHOWCASE

IF YOU NEED ANY PUZZLES OR TASK

CHECK LINKS ON THE NEXT PAGE, ALSO

YOU CAN TAKE SOME IDEAS FROM

CHAPTER 2 "ESCAPE ROOM"

PARTICIPANT FEEDBACK

"THE URBAN GAME WAS AN EXCITING WAY TO EXPLORE OUR CITY WHILE WORKING TOGETHER AS A TEAM."

"THE CHALLENGES WERE CLEVERLY DESIGNED, AND IT WAS REWARDING TO SEE OUR PROGRESS."

**[HTTPS://EN.ACTIONBOUND.COM/](https://en.actionbound.com/)
MOBILE APP THAT ALLOWS YOU TO CREATE VIRTUAL MAP,
ALSO ALLOWS YOU TO CREATE SOME BASIC TASKS AND PUZZLES**

**[HTTPS://ISSUU.COM/IAIRS/DOCS/OUTDOOR_ACADEMY_MANUAL_STR](https://issuu.com/iairs/docs/outdoor_academy_manual_str)
OUTDOOR EDUCATION BOOK WITH MANY TEAMBUILDING TASKS
THAT U CAN USE IN YOUR GAME**



ESCAPE ROOM



GAME DESCRIPTION

GAME DESCRIPTION ESCAPE ROOMS ARE IMMERSIVE CHALLENGES WHERE PARTICIPANTS WORK TOGETHER TO SOLVE PUZZLES AND COMPLETE TASKS IN ORDER TO "ESCAPE" FROM A THEMED SCENARIO. THE GOAL IS TO ENCOURAGE CRITICAL THINKING, TEAMWORK, AND TIME MANAGEMENT, ALL WHILE ENJOYING AN ENGAGING AND INTERACTIVE EXPERIENCE.



USING ESCAPE ROOMS IN WORKING WITH YOUTH

ESCAPE ROOMS PROVIDE AN EXCITING WAY TO PROMOTE COLLABORATION AND PROBLEM-SOLVING AMONG YOUNG PEOPLE. BY CREATING SCENARIOS RELATED TO EDUCATIONAL TOPICS, PARTICIPANTS CAN LEARN WHILE HAVING FUN.



FOR EXAMPLE, USING HISTORY-BASED PUZZLES TO LEARN ABOUT PAST EVENTS IN AN INTERACTIVE MANNER.

HOW TO CONDUCT AN ESCAPE ROOM



PLANNING:

THINK ABOUT WHAT KNOWLEDGE YOU WANT TO SPREAD AMONG THE PLAYERS. THE TASKS AND THEME WILL DEPEND ON THAT, MATH CLASS BASED ESCAPEROOM PUZZLES WILL BE DIFFERENT RATHER THEN THOSE THAT YOU WOULD USE IN HISTORICAL GAME

CREATE A THEME:



DOESN'T MATTER IF YOU ARE A DETECTIVE SOLVING MATH PROBLEMS OR A WIZARD LEARNING BIOLOGY, USE WHATEVER NARRATION THAT SUITS YOUR GAME AND IT'S FUN FOR YOU AND YOUR PLAYERS.



MAKING THE PUZZLES:

WHEN MAKING PUZZLES MAKE SURE YOU USE A WIDE VARIETY, SOME MIGHT BE STRAIGHT FORWARD, OTHERS MIGHT REQUIRE CRITICAL AND LOGICAL THINKING. ONE OF THE RULES FOR ESCAPEROOMS SAYS, TO, NOT REQUIRE OUTSIDE OF THE GAME INFORMATION IN ORDER TO ESCAPE. TRY TO FIT EVERY POSSIBLE INFORMATION IN YOUR GAME ROOM. IF YOU NEED INSPIRATION FOR YOUR PUZZLES AND TASK CHECK THE LINKS BELOW!



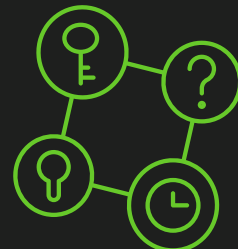
SETTING THE SCENE:

CREATE THE ENVIRONMENT AND ATMOSPHERE TO IMMERSE PARTICIPANTS. STUDIES SHOWED THAT IMMERSION TAKES A HUGE PART IN THE MEMORIZING PROCESS. IF YOU WANT YOUR PLAYERS TO FULLY DIG INTO YOUR GAME MAKE SURE YOU CREATE THE RIGHT ENVIRONMENT.



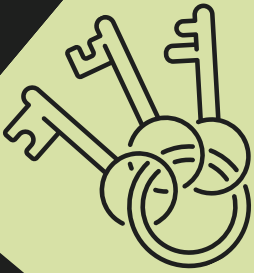
FACILITATION:

PROVIDE CLUES AND HINTS: OFFER HINTS OR CLUES WITHIN THE GAME TO GUIDE PARTICIPANTS IF THEY GET STUCK. MAKE SURE THESE CLUES ALIGN WITH THE EDUCATIONAL CONTENT, REINFORCING KEY CONCEPTS OR PROVIDING CONTEXT.



DEBRIEF:

DISCUSS THE EXPERIENCE, THE CHALLENGES FACED, AND THE SKILLS GAINED.



PARTICIPANT FEEDBACK:

**"THE ESCAPE ROOM WAS A
FANTASTIC WAY TO LEARN HISTORY
WHILE WORKING TOGETHER AS A
TEAM."**

**"THE PUZZLES WERE CHALLENGING,
AND SOLVING THEM TOGETHER WAS
INCREDIBLY REWARDING."**



**[HTTPS://EN.ACTIONBOUND.COM/](https://en.actionbound.com/)
MOBILE APP THAT ALLOWS YOU TO CREATE VIRTUAL MAP,
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OUTDOOR EDUCATION BOOK WITH MANY TEAMBUILDING TASKS
THAT U CAN USE IN YOUR GAME**



ROLE-PLAYING GAME

GAME DESCRIPTION

RPG OVERVIEW ROLE-PLAYING GAMES (RPGS) TRANSPORT PARTICIPANTS INTO IMMERSIVE WORLDS WHERE THEY EMBODY CHARACTERS AND COLLABORATIVELY WEAVE STORIES. THESE GAMES NURTURE CREATIVITY, TEAMWORK, AND DECISION-MAKING, OFFERING ENGAGING AND INTERACTIVE LEARNING EXPERIENCES.

USING RPG IN WORKING WITH YOUTH

INCORPORATING RPGS IN YOUTH EDUCATION RPGS OFFER A DYNAMIC WAY TO STIMULATE CREATIVITY AND TEAMWORK AMONG YOUNG INDIVIDUALS. BY INTEGRATING EDUCATIONAL CONCEPTS INTO THE GAME'S NARRATIVE, PARTICIPANTS CAN EXPLORE COMPLEX TOPICS IN AN ENJOYABLE CONTEXT.



AS A GAMEMASTER YOU ARE A STORYTELLER, IT IS YOUR JOB TO DESCRIBE EVERYTHING THAT IS HAPPENING AROUND THE PLAYERS AND INTERACT WITH THEM. IT'S ALSO YOUR JOB TO ENCOURAGE THE PLAYERS TO TAKE PART IN YOUR STORY. SO HOW CAN YOU ACTUALLY USE RPGS IN EDUCATION?

IT'S EASIER TO TALK

PLAYERS SHOULD USUALLY BE ACTING AS THEIR CHARACTER, ALSO THEY ARE COMMUNICATING WITH OTHER PLAYERS CHARACTERS. THIS FACTOR MIGHT BE USEFUL IN DEALING WITH COMMUNICATION BARRIERS IN THE GROUP. MAKE SURE YOU GUIDE YOUR PLAYERS INTO CONVERSATION AND CREATE TOPICS FOR THEM.

TIP: BY IMPLEMENTING SOME SORT OF INFORMATION KNOWN ONLY FOR ONE PLAYER, YOU CAN "FORCE" A CONVERSATION BETWEEN THE PLAYERS.

CREATING A BOND

PLAYERS IN YOUR GAME WILL HAVE AMAZING ADVENTURES, SHARING MOMENTS THEY CAN ENJOY TOGETHER DURING THE GAME AND EVEN AFTER IT'S DONE. MAKE SURE TO CREATE EXPERIENCES THAT THEY CAN ALL GET INTO, BUILDING CONNECTIONS THAT GO BEYOND THE GAME ITSELF. THESE SHARED TIMES WILL NOT ONLY MAKE THEIR JOURNEY MORE EXCITING, BUT WILL ALSO FOSTER BONDS THAT EXTEND BEYOND THE GAME.

LV. UP

CREATIVITY AND IMAGINATIONS



I WILL NOT GO IN DEPTH HERE, IT'S PRETTY SELF EXPLANATORY. WHEN PLAYING RPG YOUR PLAYERS WILL HAVE TO USE CREATIVITY AND IMAGINATIONS A LOT, WHEN IMAGINING YOUR DESCRIPTIONS OR FIGURING OUT THE RIGHT SOLUTIONS. MAKE SURE THAT AS A GAMEMASTER YOU GIVE THEM CLEAR INFORMATION.

WORLD BUILDING

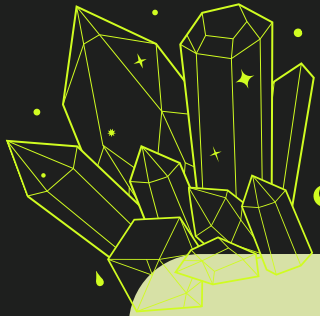
YOU CAN INCORPORATE REAL-WORLD KNOWLEDGE INTO THE GAME, LIKE DESCRIBING VARIOUS ARCHITECTURAL STYLES FOR BUILDINGS AND CITIES. FOR EXAMPLE, YOU CAN INTRODUCE PLAYERS TO HISTORICAL ARCHITECTURAL WONDERS, TEACHING THEM ABOUT DIFFERENT BUILDING TECHNIQUES AND CULTURAL INFLUENCES. YOUR ALCHEMIST CHARACTER COULD GATHER MEDICINAL HERBS, LETTING PLAYERS LEARN ABOUT THE HEALING PROPERTIES OF REAL PLANTS. THIS WAY, THE GAME SEAMLESSLY BLENDS USEFUL INFORMATION WITH THE ADVENTURE, MAKING IT NOT ONLY EXCITING BUT ALSO EDUCATIONAL. BY CONNECTING THE GAME TO REAL-LIFE INSIGHTS, PLAYERS CAN TAKE SOMETHING VALUABLE AWAY FROM THE EXPERIENCE EVEN AFTER THEY'RE DONE PLAYING.

CRAFTING AN RPG EXPERIENCE FOR EDUCATION



CHOOSING THE RULEBOOK

THERE ARE MANY RPG MANUALS AVAILABLE, SO TRY TO CHOOSE ONE THAT FITS WELL WITH THE WORLD YOU WANT TO PRESENT. REMEMBER THAT THESE MANUALS VARY IN THEIR COMPLEXITY, AND SOME MIGHT BE TOO CHALLENGING FOR LESS EXPERIENCED PLAYERS.



STORY CRAFTING

STORY CRAFTING: DEVELOP A CAPTIVATING NARRATIVE INTERWOVEN WITH EDUCATIONAL CONTENT.



CHARACTER CREATION



ASSIST PARTICIPANTS IN CREATING UNIQUE CHARACTERS WITH ROLES TIED TO THE EDUCATIONAL THEME.

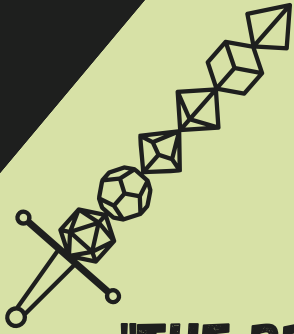
GAMEPLAY AND FACILITATION

EMBRACE THE ROLE OF THE GAME MASTER, SET RULES, GUIDE PARTICIPANTS, AND OVERSEE THE STORY'S PROGRESSION.

POST-GAME REFLECTION

ENGAGE PARTICIPANTS IN DISCUSSIONS ABOUT THE LEARNING EXPERIENCE, CHOICES MADE, AND INSIGHTS GAINED.





PARTICIPANT FEEDBACK:

"THE RPG ALLOWED US TO JOURNEY INTO HISTORY WHILE COLLABORATING AS A TEAM."

"WE LOVED HOW EACH OF US CONTRIBUTED OUR CHARACTER'S SKILLS TO TACKLE CHALLENGES TOGETHER."

**[HTTPS://INKARNATE.COM/MAPS/](https://inkarnate.com/maps/)
EASY TO USE MAP CREATOR FOR YOU RPG SESSIONS**

**[HTTPS://TABLETOPAUDIO.COM/](https://tabletopaudio.com/)
TABLETOPAUDIO IT'S AN EASY TO USE MUSIC AND SOUND WEBSITE,
THAT YOU CAN USE FOR IMMERSION PURPOSES**

**[HTTPS://WWW.FANTASYNAMEGENERATORS.COM/](https://www.fantasynamegenerators.com/)
THERE ARE PLENTY NAME GENERATORS, YOU ARE REALLY FREE TO
EXPLORE THE ONE THAT BEST SUITS YOUR CHARACTER, HERE IS OUR
PROPOSAL**



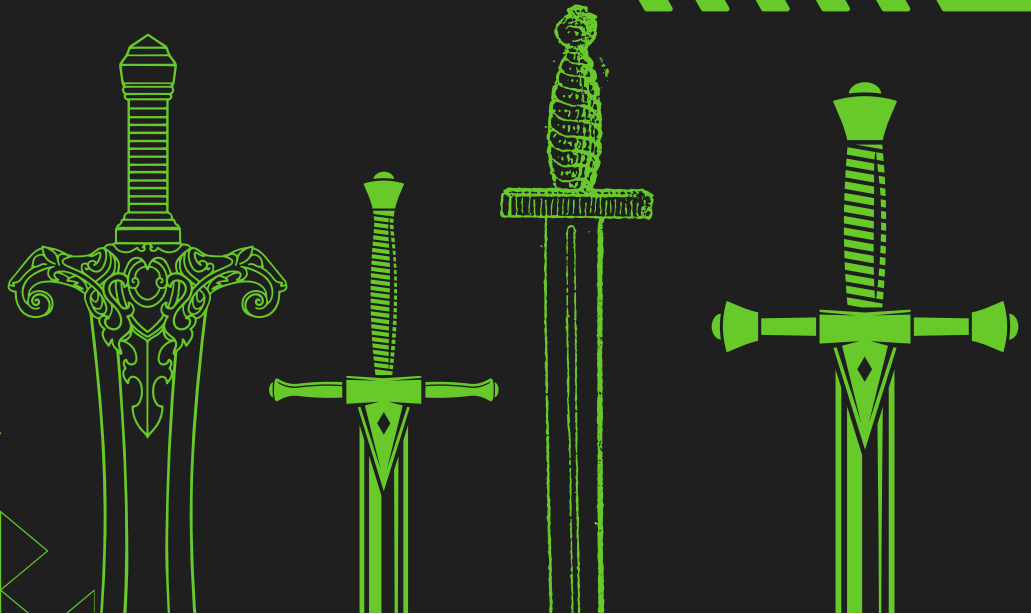


LARP



GAME DESCRIPTION

LARP OVERVIEW LIVE ACTION ROLE-PLAYING (LARP) IS A FORM OF INTERACTIVE STORYTELLING WHERE PARTICIPANTS PHYSICALLY EMBODY CHARACTERS IN A FICTIONAL WORLD. THROUGH ACTING, IMPROVISATION, AND COLLABORATION, PLAYERS COLLECTIVELY CREATE A DYNAMIC NARRATIVE AND IMMERSE THEMSELVES IN THE EXPERIENCE.



USING LARP IN WORKING WITH YOUTH

INCORPORATING LARP IN YOUTH EDUCATION LARP OFFERS A UNIQUE WAY TO ENGAGE YOUTH IN EXPERIENTIAL LEARNING. BY STEPPING INTO THE SHOES OF CHARACTERS AND MAKING DECISIONS AS THEY WOULD, PARTICIPANTS DEVELOP EMPATHY, CRITICAL THINKING, AND ADAPTABILITY.



EDUCATIONAL THEMES CAN BE SEAMLESSLY WOVEN INTO LARP SCENARIOS.





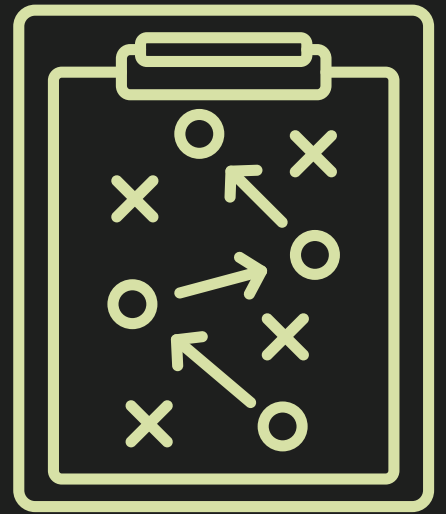
PUTTING YOURSELF IN SOMEONE ELSE'S SHOES

GIVING YOUR PLAYERS A CERTAIN CHARACTER THAT THEY HAVE TO ACT LIKE IS AN UNIQUE EXPERIENCE. TRYING TO UNDERSTAND HOW THAT PERSON WOULD FEEL, HOW THEY WOULD ACT, FIGURING OUT WHAT THEY ARE IN GENERAL.

COMMUNICATION

IN LARP GAMES, COMMUNICATION BECOMES A DYNAMIC TOOL AS PARTICIPANTS INTERACT, NEGOTIATE, AND COLLABORATE WITH FELLOW CHARACTERS, FOSTERING REAL-TIME CONNECTIONS THAT ENHANCE BOTH THE STORYTELLING AND PERSONAL GROWTH ASPECTS OF THE EXPERIENCE.





PROBLEM SOLVING

PROBLEM-SOLVING IN LARP GAMES BECOMES AN EXHILARATING JOURNEY, WHERE PARTICIPANTS EMPLOY CREATIVE THINKING, ADAPTABILITY, AND COLLABORATION TO OVERCOME CHALLENGES AND DRIVE THE NARRATIVE FORWARD



SAMPLE LARP SCENARIO SCENARIO

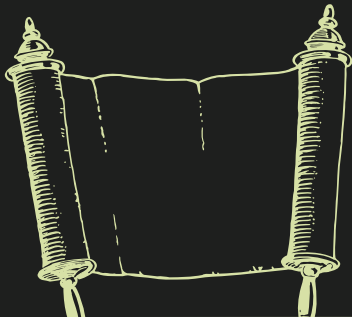
THE COUNCIL OF REALMS PARTICIPANTS TAKE ON THE ROLES OF LEADERS FROM DIFFERENT FANTASY REALMS, GATHERING TO NEGOTIATE ALLIANCES AND RESOLVE CONFLICTS IN A REALM-SHAPING COUNCIL.



CRAFTING A LARP EXPERIENCE

CHARACTER AND WORLD BUILDING

HELP PARTICIPANTS CREATE WELL-ROUNDED CHARACTERS WITH DETAILED BACKSTORIES. DEVELOP THE WORLD'S LORE AND SETTING TO ENHANCE IMMERSION.



RULES AND MECHANICS:

ESTABLISH CLEAR RULES THAT GUIDE INTERACTIONS AND CONFLICTS, ENSURING A SAFE AND ENJOYABLE EXPERIENCE FOR ALL.

NARRATIVE FACILITATION

AS THE GAME MASTER, GUIDE THE NARRATIVE WHILE ALLOWING PLAYERS' CHOICES TO INFLUENCE THE STORY'S DIRECTION

COSTUMES AND PROPS

ENCOURAGE PARTICIPANTS TO DRESS THE PART AND PROVIDE PROPS THAT ENHANCE THE EXPERIENCE

CONFLICT RESOLUTION

DESIGN MECHANISMS FOR RESOLVING CONFLICTS, BOTH PHYSICAL AND VERBAL, TO MAINTAIN A RESPECTFUL AND INCLUSIVE ENVIRONMENT



PARTICIPANT FEEDBACK:

"LARPING ALLOWED ME TO SEE SITUATIONS FROM A DIFFERENT PERSPECTIVE AND MAKE DECISIONS AS MY CHARACTER WOULD."

"THE IMMERSIVE NATURE OF LARP MADE LEARNING HISTORY COME ALIVE IN A WAY I'VE NEVER EXPERIENCED BEFORE."

[HTTPS://LARPBOOK.COM/](https://larpbook.com/) OFFERS RESOURCES, TUTORIALS, AND DISCUSSIONS ON VARIOUS ASPECTS OF LARP CREATION, FROM WORLD-BUILDING TO CHARACTER DEVELOPMENT.

[HTTP://IAIRS.PL/LARP1920/](http://iairs.pl/larp1920/) EDUCATIONAL LARP CREATED ON PURWM PROJECT

RPG STACK EXCHANGE: A COMMUNITY-BASED Q&A PLATFORM WHERE YOU CAN ASK SPECIFIC QUESTIONS RELATED TO LARP AND GET ANSWERS FROM EXPERIENCED CREATORS.





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