GaLA
Game and Learning Alliance
The European Network of Excellence on Serious Games

Game based learning for 21st century transferable skills: challenges and opportunities

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Rationale

- Starting point: European Network of Excellence (NoE) GaLA: "Game and Learning Alliance"

- Motivations:

  - Interest in games based learning

  - Wish to enlarge the debate outside the NoE

  - Wish to discuss with a qualified audience considering both pedagogical and technological issues

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AIM

- two perspectives:

  (1) How games can foster formal and informal learning

  (2) How their design, development and deployment can contribute towards this learning purpose

- to explore and discuss new opportunities offered by serious games to the acquisition of transferable skills:

  – i.e. collaboration, critical thinking, creative thinking, problem solving, reasoning abilities, learning to learn, decision making, …

21st Century Skills

Table 6. *Similarities and differences between frameworks*

Mentioned in *all* frameworks	Mentioned in *most* frameworks (i.e., P21, EnGauge, ATCS and NETS/ISTE)	Mentioned in a *few* frameworks	Mentioned only in *one* framework
- Collaboration - Communication - ICT literacy - Social and/or cultural skills; citizenship	- Creativity - Critical thinking - Problem solving - Develop quality products / Productivity (except in ATCS)	- Learning to learn (ATCS, EU) - Self-direction (P21, En Gauge, OECD) - Planning (En Gauge, OECD) - Flexibility and adaptability (P21, EnGauge) Core Subjects: - Mathematics; communication in mother tongue; science (EU, P21, ATCS); - History and arts (P21 and ATCS)	- Risk taking (En Gauge) - Manage and solve conflicts (OECD) - Sense of initiative and entrepreneurship (EU) - Interdisciplinary themes (P21) - Core Subjects: economics; geography; government and civics (P21)

Voogt J. & Pareja Roblin N.,(2010) "21st Century Skills. discussion paper". http://www.internationalsymposiumoneducationalreform.com/storage/21st%20Century%20Skills.pdf

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Presentations

- **A Domain Model for Smart 21st Century Skills Training in Game-based Virtual Worlds**
  Michael D. Kickmeier-Rust, Dietrich Albert

- **Co-designing social games with children to support non formal learning**
  Paredes P.

- **Developing a Meta-Model for Serious Games in Higher Education**
  Longstreet S.

- **Embodied Conversational Human-Machine Interface with Wearable Body Sensors for Improving Geography Teaching**
  Ling Y., Bellotti F., Berta R., De Gloria A.

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Presentations

- **Exploiting real-time EEG analysis for assessing flow in games**
  Plotnikov A., Stakheika N., De Gloria A., Schatten C., Bellotti F., Berta R., Fiorini C., Ansovini F.

- **Reasoning on reasoning through serious games**
  R.M Bottino, M.Ott, M. Tavella

- **User modelling and adaptive, natural interaction for conflict resolution**
  Kostas Karpouzis, George Yannakakis, Ana Paiva, Jeppe Herlev Nielsen, Asimina Vasalou, Arnav Jhala

- **Using a Pleasure Framework to Critique Tangible Learning Games**
  Zualkernan I.

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OUTPUT

- **Call for Papers**

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"**Game based learning for 21st century transferable skills: challenges and opportunities**"

- Original, unpublished manuscripts
- around 7000
- author guidelines: http://www.ifets.info/rev.php?pub=true
- style of the journal: http://www.ifets.info/.

Important dates

- Submissions due: 30 November 2012
- First decision: 1 February 2013
- Revised manuscripts due: 1 April 2013
- Feedback on revised manuscripts: 1 June 2013
- Final manuscript due by the authors: 30 July 2013
- Final manuscript sent to the publishers: 30 September 2013
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