



GamelT: Gamestorming for Innovative Teaching

Program: Erasmus+

Key Action: Cooperation for Innovation and the Exchange of Good Practices

Action: Strategic Partnership

Project number: 2017-1-PL01-KA203-038535

Project duration: 01-09-2017 to 31-08-2020 (36 months)

Project coordinator:

- Philological School of Higher Education in Wrocław, Poland,
<https://www.wsf.edu.pl/main.xml>

Project partners:

- [Western Norway University of Applied Sciences \(HVL\), Norway](#)
- ["Vasile Alecsandri" University of Bacău \(UB\), Romania](#)
- [University of Ljubljana \(UL\), Slovenia](#)

[Project card at Erasmus+ Project Results Platform](#)

About the Project

The main idea of the project was to develop innovative didactic tools: the board game and four culture-specific role-playing games to be used during academic classes in humanities in the consortium and beyond it. Through games and gamification the students of the four high education institutions (HEI) will have an opportunity to improve the 21st century skills, i.e. communication and cooperation skills, creative and logical thinking, awareness and openness towards other cultures and fluency in English. The project responded to a strong demand for innovative approaches in teaching (the idea of gamification and game-based learning) - didactic tools developing 21st century skills to be used in a wide field of academic humanities or secondary education, HR departments, career advisers. International consortium staff specializing in humanities: from modern language studies to teacher training in science or arts, greatly contributed to the project outputs, which resulted in the innovative, interdisciplinary character of the didactic games and their considerable transferability potential. The objectives were achieved in the

international consortium of Philological School of Higher Education in Wroclaw, Poland, Høgskulen på Vestlandet, Norway, Universitatea „Vasile Alecsandri” din Bacău, Romania and Univerza v Ljubljani, Slovenia.

Intellectual outputs:

01 – the board game – “Planet Hexagon”

More information and downloadable materials can be found on the [project website](#)



02 – “Cooperative role – playing games development methodology”

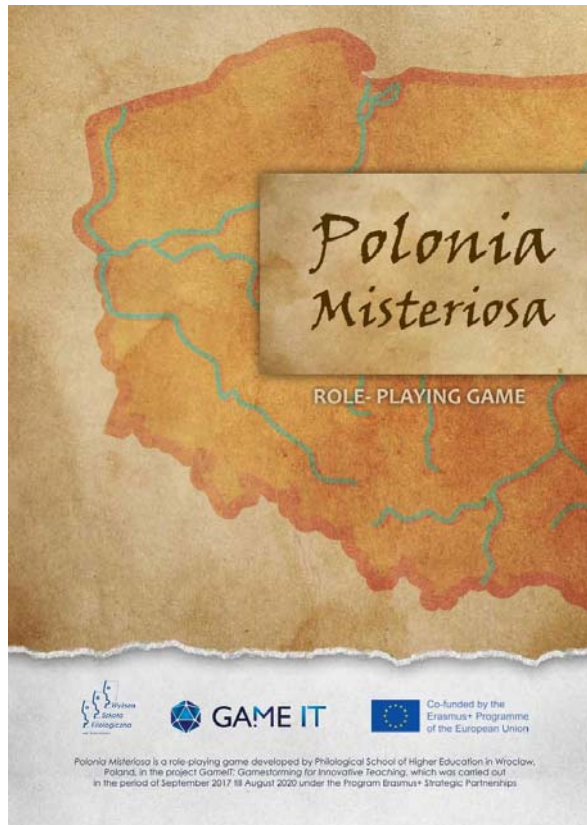


A comprehensive model of a cooperative role-playing game

Jože Rugelj, Sanja Jedrinić, Mateja Bevčič

University of Ljubljana,
Slovenia

03 – “Polonia Misteriosa” – role-playing game created by Polish team

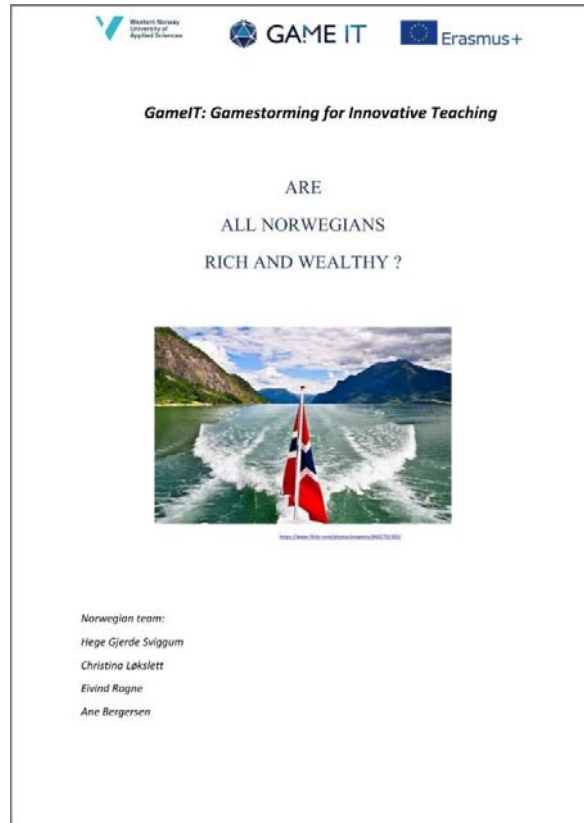


04 – “Cultural Labyrinth” – role-playing game created by Romanian team

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05 – “All Norwegians are Rich and Equal” created by Norwegian Team



06 – “StoryLand of Options” – created by SlovenianTeam

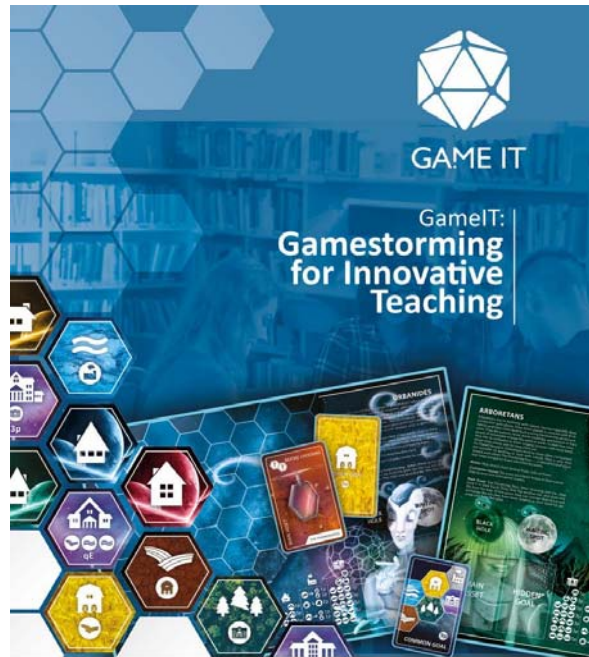
[STORYLAND OF OPTIONS SLO GAME - The Gamemaster's Handbook](#)

[STORYLAND OF OPTIONS SLO GAME - Roleplaying game Instructions](#)

[STORYLAND OF OPTIONS SLO GAME - Nouns](#)

[STORYLAND OF OPTIONS SLO GAME - Stories](#)

07 – E-book – GameIT: Gamestorming for Innovative Teaching is a collection of papers on designing and employing cooperative games as didactic tools during academic activities. It combines both theoretical and practical approaches, mainly dealing with didactic games developed in the project.



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08 – Video guide is addressed to academic teachers and potential players – students; it illustrates the course of the “Planet Hexagon” board game with explicit explanation of each stage and a problem-solving component.



GameIT project website: <http://game-it.net/index.html>

Facebook page: <https://www.facebook.com/ErasmusGameIT>

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