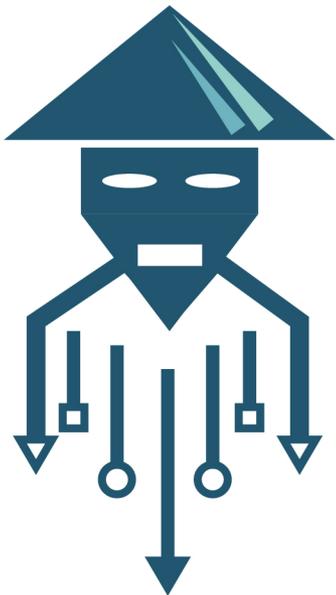


Part 2 - A1.1

The concept of games, gamification and learning



NEET SYSTEM

Online Educational Escape Rooms to
Re-engage ESLs and NEETs

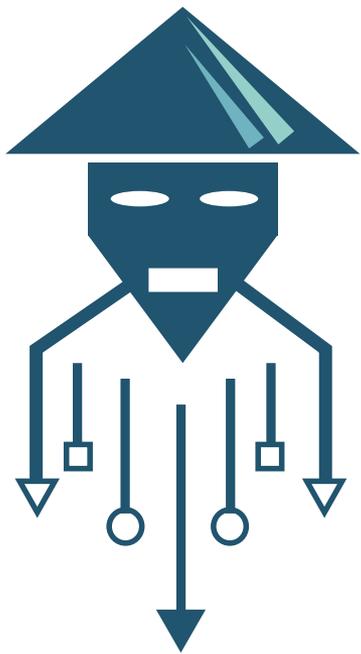
Brainstorming Activity

“What is the first thing that comes to your mind when you think of the word/words...?”



Instructions

1. Note down three topics on the flipchart.
 - **Topic 1: Game**
 - **Topic 2: Gamification**
 - **Topic 3: Game-based learning**
2. Then prompt participants to stand-up and write under each topic what first comes to their minds. Another option to give them post-it papers and instruct them to post them under each concept.
3. Give them some time to think before they start writing/posting on the flipchart, so to reflect on the specific concepts first.



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