

Dio 2 - A1.1

Koncept igara, gamification i učenje



NEET SYSTEM

Online Educational Escape Rooms to
Re-engage ESLs and NEETs



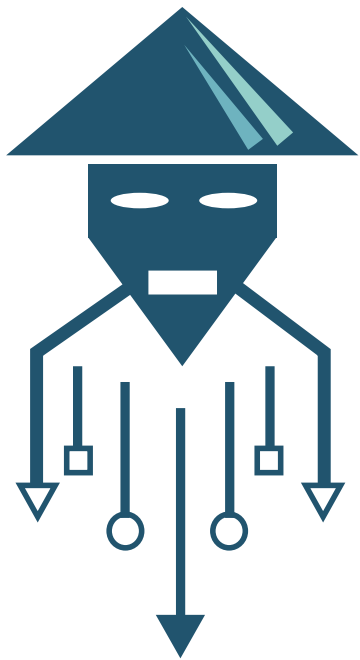
Brainstorming Aktivnosti

"Što je prva stvar koja vam padne na pamet kada pomislite na riječ/riječi...?"



Upute

1. Zabilježite tri teme na flipchartu.
 - **Tema 1: Igra**
 - **Tema 2: Gamification**
 - **Tema 3: Učenje kroz igru**
2. Zatim se sudionici ustaju i pišu pod svaku temu prvo na što pomisle. Druga mogućnost da im se podijele post-it papirići koje će zalijepiti pod svaku temu
3. Dajte im neko vrijeme da razmisle prije nego što počnu pisati / postavljati na flipchart, tako da se mogu prvo osvrnuti na određene koncepte.



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