



GAME-based
learning in
MAtematics

GAMMA Netherlands





GAME-based
learning in
MATHematics

AUAS

- The Netherlands, in the city of Amsterdam
- 46,000 students and 96 bachelor and master programmes
- Research always addresses a real-life world problem from the professional field, conducted in close collaboration with both professors and professionals
- Priority areas for research: Amsterdam creative industries, entrepreneurship, urban education, urban management, urban technology and urban vitality.
- <https://www.amsterdamuas.com/about-auas/profile/profile.html>



Amsterdam University
of Applied Sciences

GAMMA: Project No. 2020-1-HR01-KA201-077794

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School of Education (SoE)

- Almost 6000 students and circa 300 staff members
- Curricula with an international outlook on teaching
- Strong focus on urban education
- Applied educational research, which always addresses a real-life world problem from the professional field



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M~~A~~thematics

Mathematics Teacher program

- Bachelor (4 years, pre-service and in-service, 100-150 new students a year)
- Master (3 years, in-service, 25-30 new students a year)
- Staff 20 teacher educators
- Mathematics subjects, Mathematics didactics, Practice based research
- It builds upon:
 - Link with school practice
 - Preparing for diversity: urban challenges, variety in school types
 - Curriculum innovation: e.g Computational thinking



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Game-Based Learning

- Applied Educational Games for Students and Teachers in training
- Learning by:
 - Playing Games,
 - Designing Games, and
 - Analyzing and Reflecting on Games and Gameplay



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