



Erasmus+

GAMMA

GAME-based learning in Mathematics

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

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The aim of the project

The project GAMMA aims to direct students' knowledge of digital games and their connection thereto to enhance their mathematical skills. Since teachers should have a leading role in this process, the project aims to develop educational materials that will be useful to all mathematics teachers who want to use game-based learning (GBL) founded on digital technology.

Expected outputs

- to provide insight into different educational systems in European countries, especially in the context of teaching mathematics by means of GBL founded on digital technology
- to create a GAMMA handbook for teachers
- to develop focused authoring systems (FAS) for the production of digital games
- to create a template for a teaching scenario, 8 scenario examples concerning GBL in mathematics and 5 games connected with them
- to create a website where all materials prepared during the project will be publicly accessible



GAME-based learning in MATHematics

GAMMA

Objectives

- develop teachers' competences in GBL
- encourage teachers to use and apply digital games in the teaching process
- stimulate teachers to create their own games for scenarios
- strengthen collaboration between schools and universities

Partners

- J. J. Strossmayer University of Osijek – Department of Mathematics, Croatia (coordinator)
- National and Kapodistrian University of Athens, School of Philosophy, Department of Educational Studies, Greece
- Amsterdam University of Applied Sciences, Faculty of Education, The Netherlands
- Satakunta University of Applied Sciences, Faculty of Technology, Finland
- Elektrotehnička i prometna škola Osijek, Croatia
- Srednja škola Markantuna de Dominisa Rab, Croatia
- First Senior High School of Peristeri Athens, Greece
- Porin Lyseon lukio General Upper Secondary School, Finland
- Education and Teacher Training Agency, Croatia

