



## 3<sup>rd</sup> Newsletter – July 2021

**GAMMA** is the acronym of the project *GAME-based learning in MAThematics*, which is a two-year Erasmus+ project, started on 1 October 2020.

### Second Gamma Training

The Second GAMMA Learning, Teaching and Training Activity (LTTA) was organized by the team members of the Faculty of Philosophy of the National and Kapodistrian University of Athens, Greece (NKUA) and it held virtually in Microsoft Teams on April 21-23, 2021. The activity was attended by 40 participants from the four partner countries: Croatia, Finland, Greece and The Netherlands.



In the Second GAMMA LTTA the **main aim** was to familiarize the participants with **the process of designing digital games for learning mathematics**. Precisely, the participants were learning about the authoring systems *MaLT2* and *ChoiCo*. An interesting and valuable program of LTTA included:

- **three plenary sessions**, in which participants learned about the **Greek Educational System** and **the digital games** for game-based learning in mathematics education; also the NKUA team shared some general considerations about the **concept of teaching scenarios on mathematics education** with digital tools ;
- **five workshops**: two on *MaLT2*, where in one the participants could play the so-called *Bomb Game* designed with that authoring system; two workshops on *ChoiCo*, also with examples of concrete games; in addition to playing, participants were encouraged to edit one of that games; during the working session, the NKUA team presented a sug-

gestion about a **scenario template** on digital games in mathematics; one of the subjects was also **the progress of the GAMMA Handbook for teachers** which was led by partners from Netherlands who made a presentation on reviewing guidelines and on the **theoretical foundations of GBL**.



- **three closing discussions** for reflection, the project status and future activities were held, one for each day of the LTTA.

### Digital games in mathematics teaching

During the spring of 2021 all partner countries conducted a **questionnaire**, involving the **secondary school mathematics teachers**, on the utilization of digital games in secondary mathematics classrooms and factors that influence on their decision to use/not to use it. The **questionnaire involving students**, on their attitudes towards digital games, was also conducted.

### Announcement of Third Training Activity

If the restrictions regarding COVID-19 allow, the next LTTA would be organized in live, in Greece in the second half of September.

### Keep Our Project Progress on Track

All information, news, activities, and, project outputs, when prepared, will be freely available on the **project website**: <http://www.project-gamma.eu>  
Follow us also on **Facebook**: <https://www.facebook.com/GAME-based-learning-in-MAThematics-GAMMA-104353051638>

