# GAMe-based learning in MAthematics

# GAMMA

## 9th Newsletter – January 2023

**GAMMA** is the acronym of the project *GAMe-based learning in MAthematics*, which is a three-year Erasmus+ project, started on 1 October 2020.

## GAMMA Training in Netherlands

The physical GAMMA Learning, Teaching and Training Activity (LTTA) in the Netherlands took place on November 7-10, 2022 in Amsterdam. On Monday 7th, Wednesday 9th and Thursday 10th of November, the activity took place in the building of the Master Department of The Faculty of Education, while on Tuesday 8th November it was held in three schools in Amsterdam: Hervormd Lyceum West, Gerrit van der Veen and DENISE.

The meeting was organised by members of the GAMMA team from the *Amsterdam University of Applied Sciences, Faculty of Education* (AUAS). Thirty-three participants from the four partner countries took part in the activity (thirty physical participants and three virtual participants).

The main purpose of the GAMMA LTTA in Netherlands was to get to know the Dutch

educational system, to improve participants' knowledge and skills related to GBL education, to practice the teaching scenarios before piloting and to work on the development of the handbook.
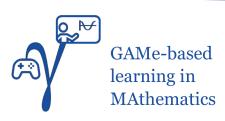
An interesting and valuable LTTA programme included:

➢ several working sessions on teaching scenarios to practise and attune them before they are piloted:

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the teachers from *Elektrotehnička i prometna škola Osijek* (ELPROS) and *Porin Lyseon lukio General Upper Secondary School* presented three teaching scenarios: 'Escape from the Dungeon', 'ProbChallenge' and 'Don't blow the balloon!'; then the teachers from *First Senior High School of Peristeri Athens* presented the teaching scenarios 'The Yoyo Bird Game!' and ' The Air-Baloon Game!' based on games developed by *Educational Technology Lab of National and Kapodistrian University of Athens* promoting computational thinking as well as mathematics; teachers from ELPROS presented the scenario 'GeomWiz L4: Area of Triangle' and the team from *Srednja škola Markantuna de Dominisa Rab* presented the teaching scenarios 'E(qua)scape room' and 'GeomWiz L6: Cosine Rule';

➢ working session on the improved version of the questionnaires which will be used during the piloting, led by the team of *J. J. Strossmayer University of Osijek Department of Mathematics;*

➢ several workshops on filming the scripts for the Handbook, led by AUAS,



➢ two inspiring lectures: first one named "*AI & Video Games: Towards Personalised & Automated Game Design*" from the invited speaker Sander Bakkes, Assistant Professor in Game Technology, Utrecht University, Utrecht Center for Game Research and another lecture titled *"When rolling dice facilitates learning"* by Joris Dormands, University Lecturer at the Leiden University Centre for the Arts in Society, and Founder of Game Studio Ludomotion,

➢ visiting three schools in Amsterdam in which occasion the GAMMA-team was divided into three groups, and each group went to a different school;

➢ interesting social events including, among others, an Amsterdam walking tour that strengthens cooperation between participants.



It has been a great pleasure to spend some quality time together in the Netherlands most because the participants had the chance to get to know one another better and exchange information and experiences during discussions.

## Announcement of the Next Training Activity

The next LTTA will be held in Pori (Finland) on January 16-20, 2023. The meeting will be organized by the GAMMA team members from Finland, i.e. by the *Satakunta University of Applied Sciences, Faculty of Technology* and *Porin Lyseon lukio General Upper Secondary School.*

## 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

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