

Gamification and Mixed Reality Workshop

Mixed reality, the combination of physical reality with virtual reality elements, and gamification, the application of gaming principles into non-gaming contexts, are becoming more and more popular practices in education and learning context. Previous studies have shown that students can control their learning processes in mixed reality systems more actively and that gamification elements in lectures can lead to a long-term increase in the learners' motivation. But how exactly can lecturers take advantage of these benefits? How can the dependencies on a tool level between the domain (e.g. engineering) and the type of course be exemplified? And how can Mixed Reality and Gamification elements technically and didactically be implemented into education and learning environments?

These are the questions the workshop addresses.

The workshop format is designed for half a day and is based on a high level of interaction between the participants. The interaction will be fostered e.g. by discussion rounds, a requirement analysis and various team work sessions focusing on the exchange of experiences between the participants.

- Participants do not have to prepare or hand in anything in advance.
- Workshop registration is limited to twenty-five participants.
- It is open for anyone interested in using Gamification and/or Mixed Reality in their tutorials or lectures.
- A particular experience in the field of Gamification and/or Mixed Reality is preferred.

Organizers

- Freya Willicks – RWTH Aachen University, Germany
- Laura Lenz – RWTH Aachen University, Germany

Contact

For further information, please contact the workshop instructors Freya Willicks (freya.willicks@zlw.rwth-aachen.de) or Laura Lenz (laura.lenz@zlw.rwth-aachen.de).