



European Academy
of Innovation

+40 721 305 948

hello@erasmus-training.eu

www.erasmus-training.eu

Gamification for Educators

Preliminary Training Plan

Day 1 – The Basics of Gamification

| | |
|---------------|---|
| 09:00 – 10:30 | <ul style="list-style-type: none">- Presentation of the trainer- Presentation of the participants- Expectations- Presentation of the training program- Administrative aspects |
| 10:30-10:45 | Break |
| 10:45-12:15 | <ul style="list-style-type: none">- Presentation of the universities of the participants |
| 12:15-13:00 | Lunch Break |
| 13:00-15:00 | <ul style="list-style-type: none">- Why it works?- How it works? |

*Evening recommendation: Movie night @ Iulius Town

Day 2 – Gamified Learning Experiences

| | |
|---------------|---|
| 09:00 – 10:30 | <ul style="list-style-type: none">- Principles of experiential learning- Motivation & Engagement |
| 10:30-10:45 | International Coffee Break |
| 10:45-12:15 | <ul style="list-style-type: none">- Gamification in action- Elements & Mechanics |
| 12:15-13:00 | Lunch |
| 13:00-15:00 | <ul style="list-style-type: none">- Storytelling |

*Evening recommendation: Visit Fabric District



European Academy
of Innovation

+40 721 305 948

hello@erasmus-training.eu

www.erasmus-training.eu

Day 3 – Cultural Immersion Day

First 10.000 steps

10.00 – Meet & Greet your guide
10.00 – 12.45 Walking City Tour #1 (700 Market, Jewish Quarter, Liberty Square, St. George Square, Union Square)
12.45 – 13.45 **Museum of The Revolution**

14.00 – 15.30 Lunch at the Bastion

Next 5.000 steps

15.30 – 17.10 **Arts Museum**
17.10 – 18.20 Walking City Tour #2 (Victory Square, the Metropolitan Cathedral, St. Mary Square)
18.20 – 18.50 **Communist Consumer Museum**
18.50 – 19.00 – Tram ride to Liberty Square
19.00 - *Dinner*

Day 4 – Gamify Your Course

| | |
|---------------|--|
| 09:00 – 10:30 | - Creating a sample - Game-based learning |
| 10:30-10:45 | Coffee Break |
| 10:45-12:15 | - Gamifying a semester-long course (I) |
| 12:15-13:00 | Lunch Break |
| 13:00-15:00 | - Gamifying a semester-long course (II) |

*Evening recommendation: Symphonic Concert @ Filarmonica Banatul, 7 pm

Day 5 – Assessment & Reflection

| | |
|---------------|---|
| 09:00 – 10:30 | - Rules of the Game - Gamifying evaluation |
| 10:30-10:45 | Coffee Break |
| 10:45-12:15 | - Selling your gamified course |
| 12:15-13:00 | Lunch Break |
| 13:00-15:00 | - Reflection - Coaching - Feedback Session & Graduation |

*Evening recommendation: Opening of the exhibition "At the edge of the world" @ Art Encounters, 7 pm



European Academy
of Innovation

+40 721 305 948

hello@erasmus-training.eu

www.erasmus-training.eu



Don't miss:

- the Museum of the Communist Consumer
- the Arts Museum
- the Village Museum
- a Spa day
- Kayaking on Bega river
- Visiting Recas Winery
- Gelato di Bruno ice cream
- Iulius Town
- Opera night

The training plan is subject to change based on the needs and expectations of the participants.

The social activities recommended for each day are optional and will be updated one week before the start of the training.