



European Academy
of Innovation

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www.erasmus-training.eu

Gamification for Educators

Preliminary Training Plan

Day 1 – The Basics of Gamification

| | |
|---------------|---|
| 10:00 – 11:30 | <ul style="list-style-type: none">- Presentation of the trainer- Presentation of the participants- Expectations- Presentation of the training program- Administrative aspects |
| 11:30-11:45 | Coffee Break |
| 11:45-13:15 | <ul style="list-style-type: none">- Presentation of the universities of the participants |
| 13:15-14:00 | Lunch Break |
| 14:00-15:30 | <ul style="list-style-type: none">- Why it works?- How it works? |

*Evening recommendation: Movie night @ Iulius Town

Day 2 – Gaming Fundamentals

| | |
|---------------|---|
| 10:00 – 11:30 | <ul style="list-style-type: none">- Design Elements- Structural Design |
| 11:30-11:45 | International Coffee Break |
| 11:45-13:15 | <ul style="list-style-type: none">- The Role of Challenges and Rewards- Feedback Systems and Progress Tracking |
| 13:15-14:00 | Lunch |
| 14:00-15:30 | <ul style="list-style-type: none">- The Classroom as a Game Space- Creating a Game-Based Student Experience |

*Evening recommendation: Visit Fabric District



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Day 3 – Cultural Immersion Day

First 7.000 steps

10.00 – Visiting The Metropolitan Cathedral

10.00 – 12.45 Walking City Tour #1

(Victory Square, the Metropolitan Cathedral
Liberty Square, St. George Square, Union
Square)

Next 7.000 steps

12.45 – 13.45 **Museum of The
Revolution**

14.00 – 15.30 *Lunch*

15.30 – 16.30 Walking City Tour #2
(Elisabetin District or Fabric District)

Day 4 – Storytelling for Creating an Immersive Experience

| | |
|---------------|--|
| 10:00 – 11:30 | <ul style="list-style-type: none"> - Narrative Design - Elements of a Compelling Story |
| 11:30-11:45 | Break |
| 11:45-13:15 | <ul style="list-style-type: none"> - Character Development - Archetypes & their Roles in Games - Backstory & Dialogue |
| 13:15-14:00 | Lunch Break |
| 14:00-15:30 | <ul style="list-style-type: none"> - Interactive Storytelling Techniques - Non-linear Narratives & Multiple Endings |

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

Day 5 – Gamified Learning Experiences

| | |
|---------------|--|
| 10:00 – 11:30 | <ul style="list-style-type: none"> - Learning Objectives & Outcomes - Ballancing Fun & Educational Value |
| 11:30-11:45 | Break |
| 11:45-13:15 | <ul style="list-style-type: none"> - Technology & Tools in Gamification - Ballancing Competition & Cooperation |
| 13:15-14:00 | Lunch Break |
| 14:00-15:30 | <ul style="list-style-type: none"> - Gamification Analytics - Playing is Learning - Feedback Session & Graduation |

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



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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.