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APPLYING GAME DESIGN METHODOLOGY IN THE FIELD OF YOUTH WORK

GameOn Training_Lithuania

	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
I session 10.00 - 11.30	Getting to know each other Introduction to the training and the project GameOn	Experiencing the educational game Mission Z.	Experiencing the game design process	Preparation of the game testing Game testing + feedback	Inclusion in the game design process
11.30 - 11.45	Coffee break				
II session 11.45 - 13.15	Group building	Introduction to the ELC and principles of NFE. Steps in game design process	Experiencing the game design process	Game testing + feedback	Competences for game design process
13.15 - 14.15	Lunch				
III session 14.15 - 15.30	Dissecting existing games	Experiencing the game design process? Designing a simple game	Experiencing the game design process	Game testing + feedback	Methodology models of game design Follow-up
15.30 - 15.45	Coffee break				
IV session 15.45 - 17.00	What makes 'game' a game?	Experiencing the game design process? Designing a simple game	Experiencing the game design process	Game testing + feedback Game design process in education	Evaluation of the training
	Closing of the day	Closing of the day	Closing of the day	Closing of the day	