

The CUNY Games Conference 10.0
January 22 & 23th, 2024

Games + Education + Art = Higher Education

Beatriz Albuquerque, PhD

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This presentation examines the viability of different approaches for a teacher who plays and designs games/playful interactive activities for higher education classes in Portugal.

This applies to both undergraduate and graduate students using play and games (non-digital and digital), which are often used to activate learning in their classroom by the teacher. At its learning center, game-based classroom activities for learning is always present; one example is Beatriz Albuquerque's scavenger hunt, a game/activity which takes place both in physical gardens/museums and in the virtual world/metaverse. While students are playing the games, they simultaneously acquire and develop new literacy skills and expand their proficiency in critical thinking (edutainment).

MONDAY 22 Jan. 2024 | DAY 1 | 2:40 - 3:40 PM | Breakout room 1 | Beatriz Albuquerque

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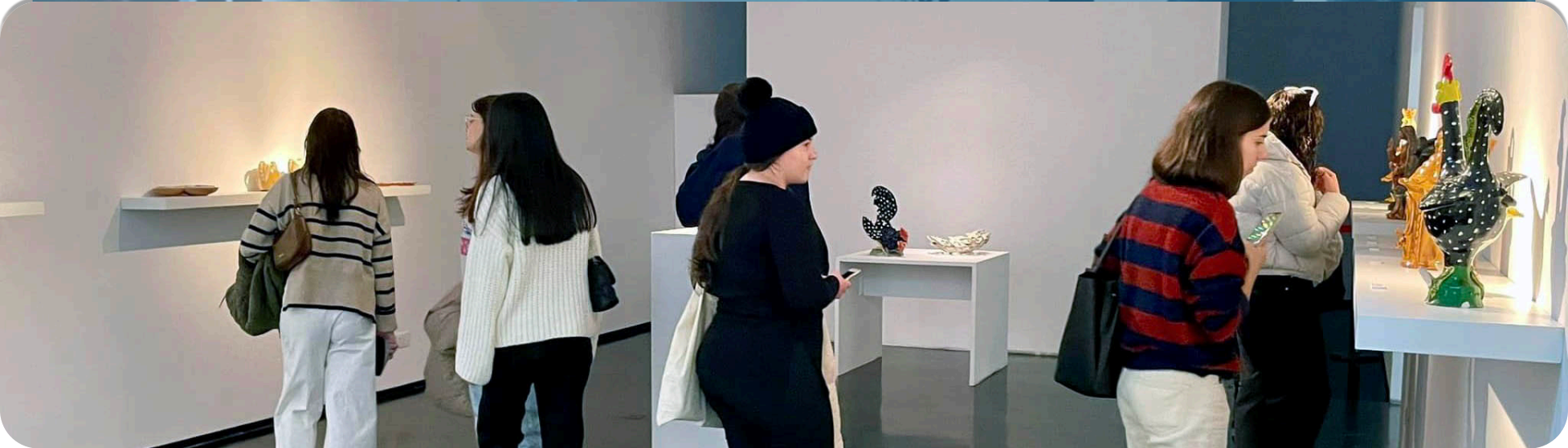
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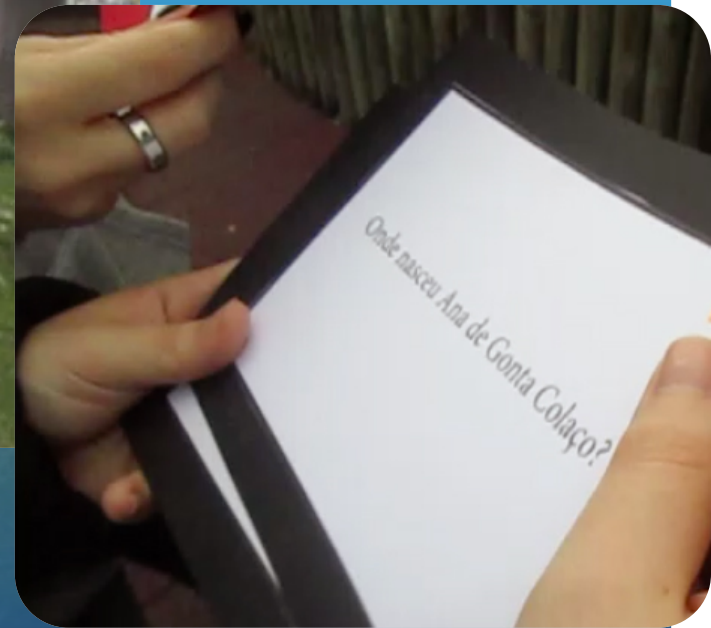
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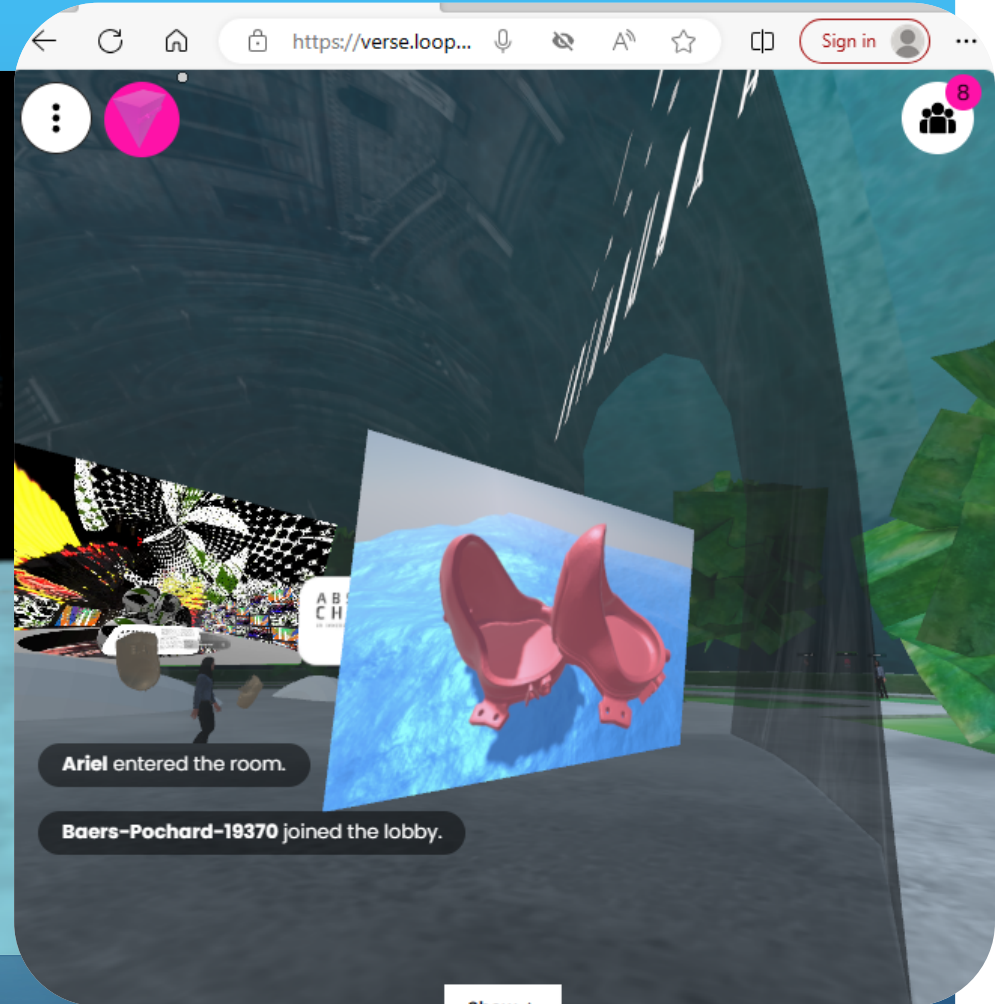
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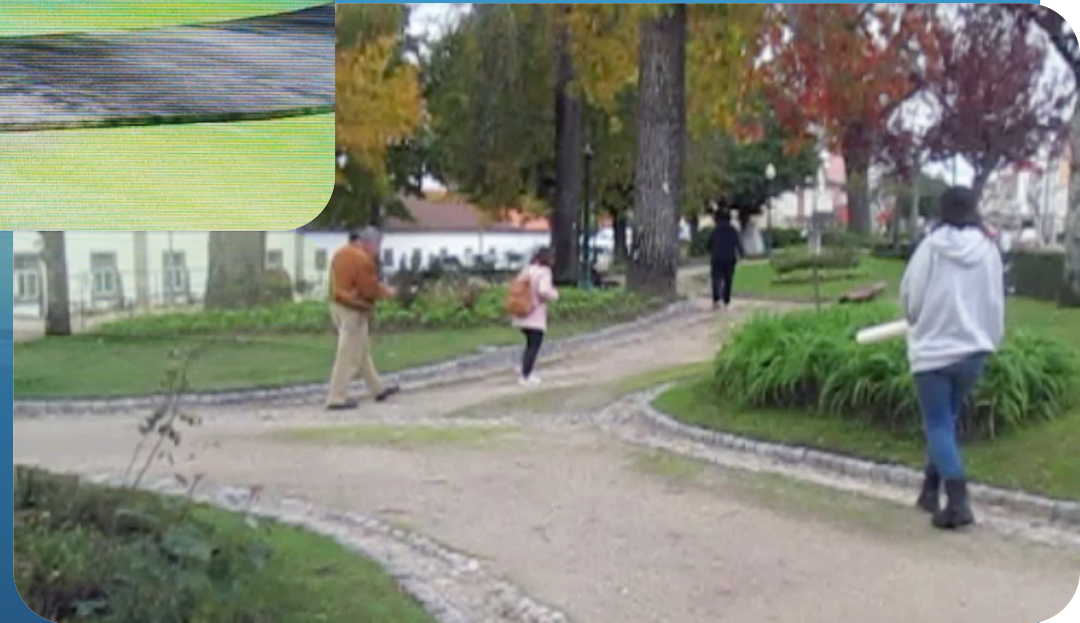
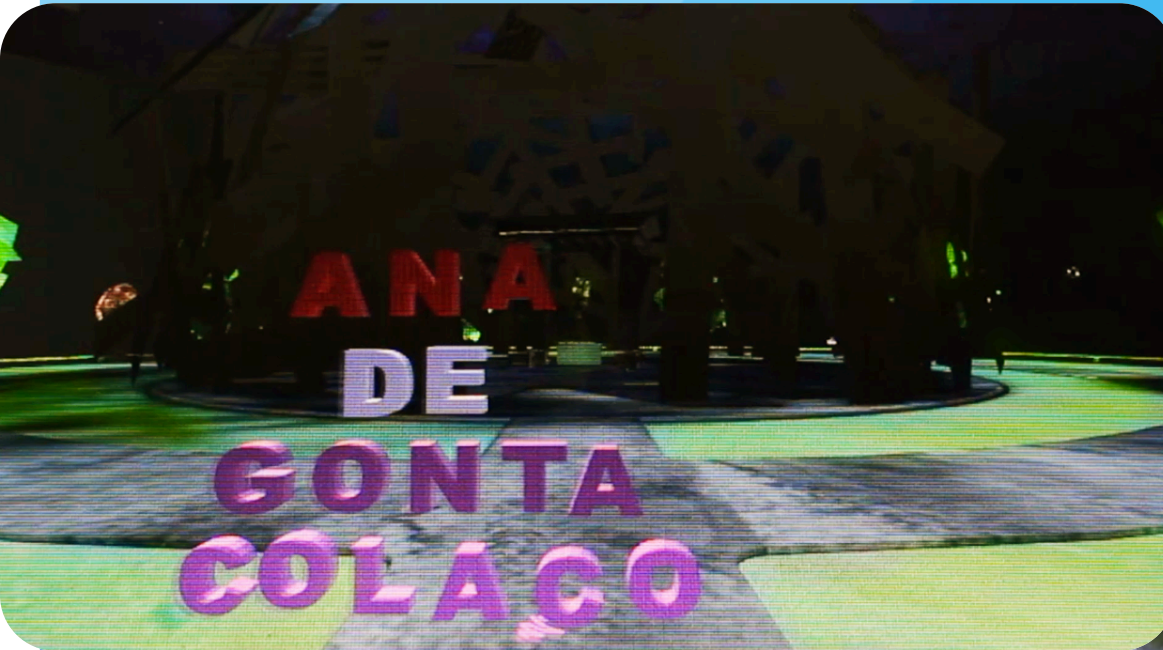
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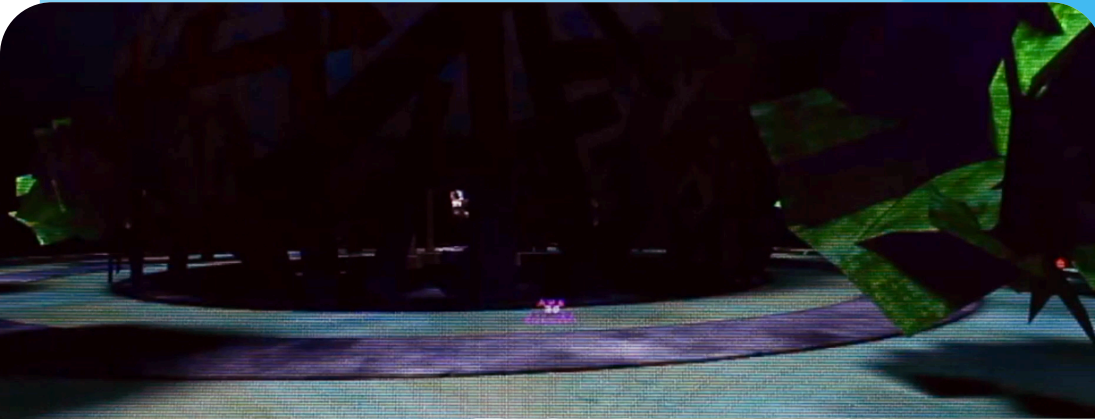
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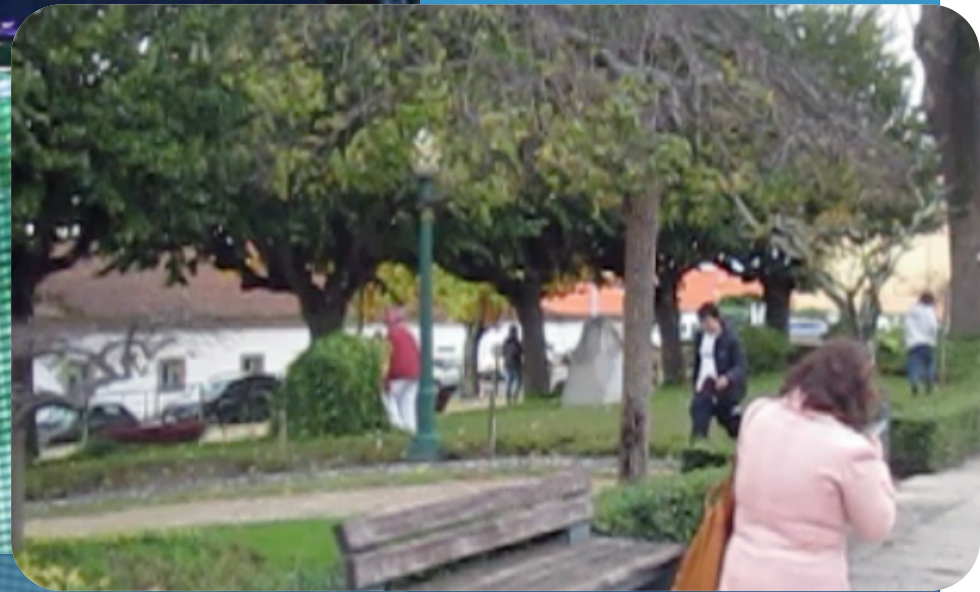
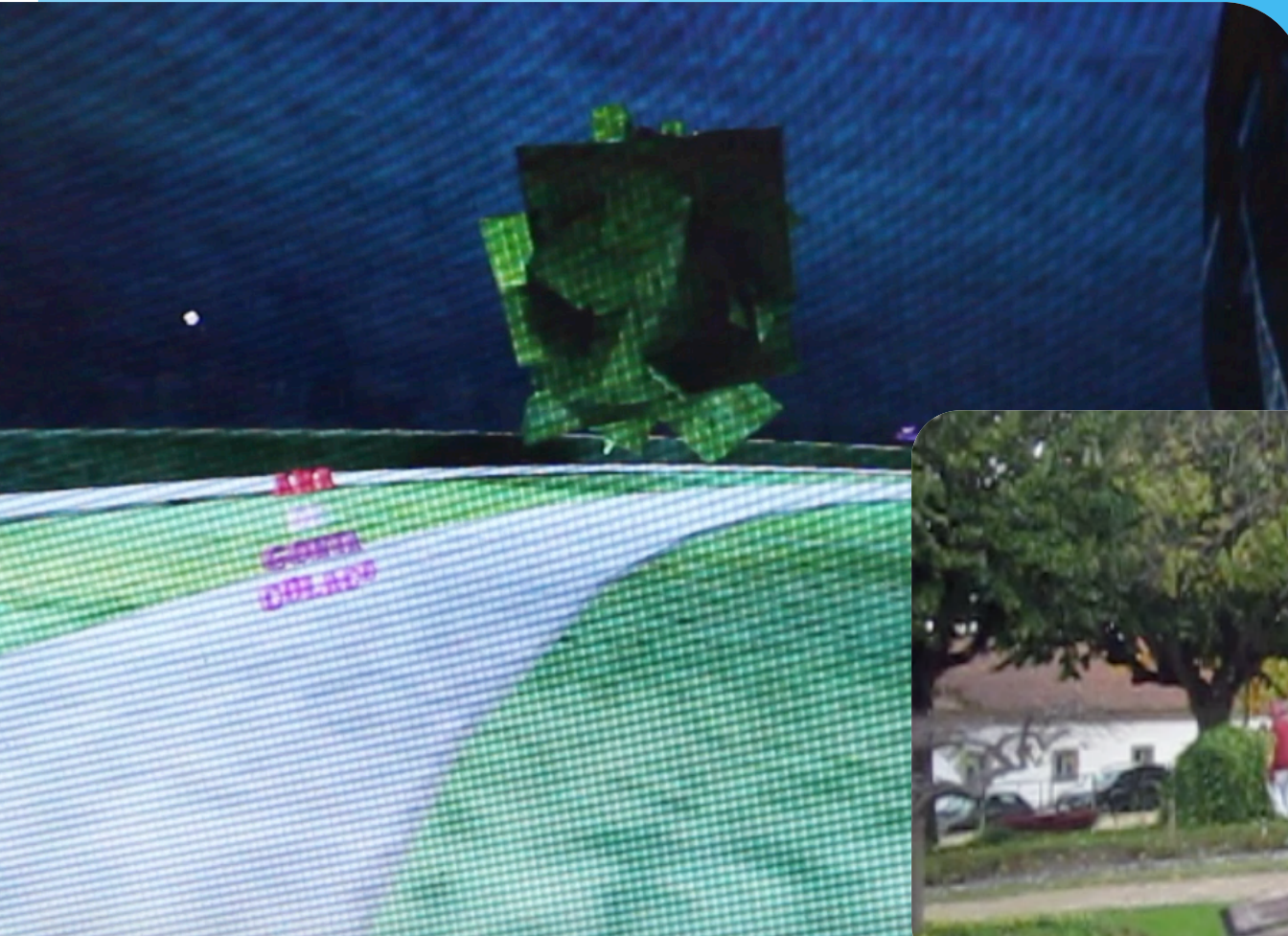
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Thank you

Thank you
for being on
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utad UNIVERSIDADE
DE TRÁS-OS-MONTES
E ALTO DOURO

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