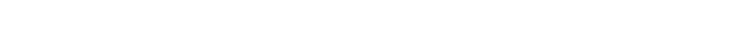
Game-based Learning (GBL)







information sticks



winning the game = achieving learning outcomes (LOs)

say goodbye to "Table of Contents"



Life-long Learning







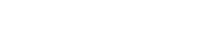












What hinders GBL in Engineering HigherEd?

unable to meet needs of different

One generic GBL solution is likely

academics

Academics lack the know-how

of creating digital games

basic engineering concepts

Current virtual labs mostly address

complex to fit in a game

Engineering can be too

Need artistic academics...

GameDev, storyline, ... huh?

No one size fits all!

Pendulum swing versus Thermodynamics





