

Game-based Learning (GBL)



information sticks

winning the game = achieving learning but

















What hinders GBL in Engineering Higher Ed?

unablenetneedsdifferent

One generic BL solution is likely

brandenics

Academicians 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 aides.

GameDev, story/outline, ... huh?



Notion size fits all!

Pendulum vs Thermodynamics



