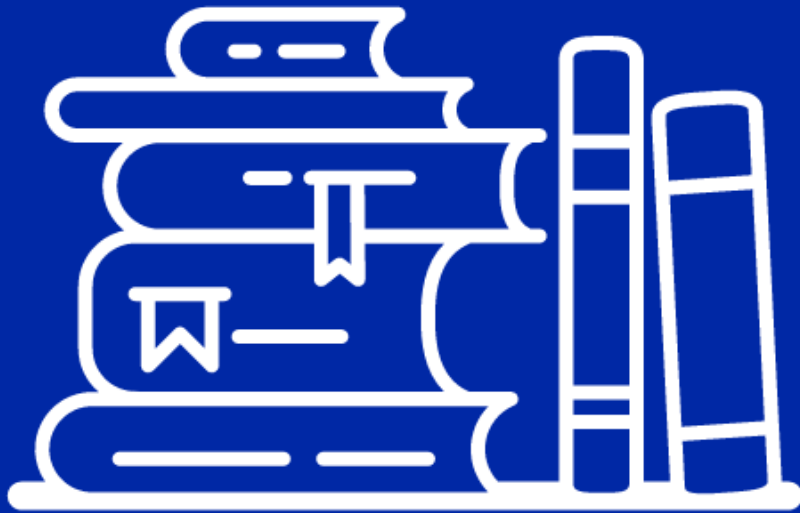




Universität
Zürich^{UZH}

Digital Game-Based Learning

Further Resources



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Examples of GbL Websites

BTI Business Trading International

Business and management simulations for universities

<https://www.bti-online.com/planspiele-simulationen/fur-hochschulen/>



Gamelearn

Provider of corporate training using game-based learning

<https://www.game-learn.com>



IndustryMasters

Business simulation provider for companies

<https://www.industrymasters.de/>



Interpretive Simulations

Provider of management, marketing and strategy simulations for universities

<https://www.interpretive.com/>



Examples of GbL Websites

Planspielzentrum

Business simulations for companies and students

<https://planspielzentrum.eu/>



SAGSAGA Swiss Austrian German Simulation and Gaming Association

Network of business game developers, users and researchers

<http://www.sagsaga.org/index.php>



Scharley & Partner

Provider of management and leadership simulations as well as online assessment tools and platforms

<https://scharley.com/>



ZMS Zentrum für Managementsimulation

Center of competence for business simulations

<https://zms.dhbw-stuttgart.de/das-zms/>



Further Education in the field of GbL

Tutor program at the University of Zurich > Module Gamification (German only)

https://www.hochschuldidaktik.uzh.ch/de/aktivitaeten/tutors/Bausteine/VB_Gamification.html

The screenshot shows a web browser window displaying the 'Baustein Gamification' course page. The browser's address bar shows the URL: https://www.hochschuldidaktik.uzh.ch/de/aktivitaeten/tutors/Bausteine/VB_Gamification.html. The page has a light gray header with navigation links: 'Kursinfo' (with a lightbulb icon) and 'Kurs-Chat' (with a speech bubble icon). On the right side of the header, there is a 'Mein Kurs' section with a user icon and navigation arrows. The main content area is divided into two parts. On the left is a sidebar with a table of contents for the course '19HS VB_4 Gamification...'. The table of contents includes: 'Gamification: Willkommen!', 'Wichtige Informationen', 'Kursforum', '1. Einstieg', '2. Spielerisches lernen', '3. Einführung Gamificatio', '4. Spiele einsetzen', '5. Spiele adaptieren', '6. Spiele entwickeln', 'Übung 7', 'Übung 8', 'Material', '7. Abschluss/Arbeitsmappe', and 'Kontakt'. The main content area on the right features a video player with the title 'Vertiefungsbaustein Gamification, Start! Tutor*innenqualifikation - Introfilme'. The video player shows a title card with the text 'Baustein Gamification' and a play button icon. Below the video player, there is a welcome message in orange: 'Herzlich Willkommen im Baustein Gamification!'. The message states that this OLAT course is part of the 'Start! Tutor*innenqualifikation@UZH' program, which provides a systematic didactic foundation for university teaching. It also mentions that the course can be completed with a certificate and provides a link to 'Start! Tutor*innenqualifikation@UZH'. The message further explains that the goal of the 'Baustein Gamification' is to provide an insight into the possibilities of integrating playful methods and the use of complete games in university teaching. Finally, it states that the 'Baustein Gamification' consists of 8 exercises, of which 6 are obligatory.

19HS VB_4 Gamification... Spielbasiertes Lernen im universitären Unterricht

Kursinfo Kurs-Chat Mein Kurs

19HS VB_4 Gamification...

Gamification: Willkommen!

Wichtige Informationen

Kursforum

1. Einstieg

2. Spielerisches lernen

3. Einführung Gamificatio

4. Spiele einsetzen

5. Spiele adaptieren

6. Spiele entwickeln

Übung 7

Übung 8

Material

7. Abschluss/Arbeitsmappe

Kontakt

Vertiefungsbaustein
Gamification, Start! Tutor*innenqualifikation - Introfilme

Baustein
Gamification

Herzlich Willkommen im Baustein Gamification!

Dieser OLAT-Kurs ist Teil des Qualifikationsprogramms [Start! Tutor*innenqualifikation@UZH](mailto:Start!Tutorinnenqualifikation@UZH). Das Programm der Hochschuldidaktik der UZH bietet Tutorinnen und Tutoren sowie interessierten Studierenden eine systematische didaktische Grundlage für die Hochschullehre und kann mit einer Bescheinigung abgeschlossen werden. Allgemeine Informationen zur Schulung findest du hier: [⇒ Start! Tutor*innenqualifikation@UZH](mailto:Start!Tutorinnenqualifikation@UZH).

Ziel dieses Bausteins ist es, dir einen Einblick in die Möglichkeiten der Einbindung von spielerischen Methoden und dem Einsatz von vollständigen Spielen im universitären Unterricht zu geben.

Der Baustein Gamification besteht aus insgesamt 8 Übungen. Aus diesen 8 Übungen sind 6 obligatorisch zu lösen:

a) **Obligatorisch:**

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Further Resources

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