



🇬🇧 The campaign "Teachers Innovators" continues! 🇬🇧

🧑🎓 The next teacher we want to introduce you to is called Angel Marchev. As one of the pioneers in the development of educational games, he constantly uses non-standard teaching methods. He is proud to share his participation in the project "Gaming layer around the world" and defines the concept of "positive report" as the key to effective training.

More about our interview with him and his modernized and innovative practices, below



1. Introduce yourself, what is your name, where are you from and how long have you been a teacher?

Angel Marchev Sr., from Sofia, UNWE (University of National and World Economy), cat. "Management", I have been teaching since 1970. for 50+ years.

2. What inspired you to teach?

Education is the most effective method for changing the world for the better, it is an inherited tradition from generations before me. The pleasure of contact with the Future (my students).

3. Which of your practices do you define as the most successful, innovative and why?

Since September 1970. apply and develop educational games and active teaching methods. All my disciplines are 100% playful. I have trained over 100,000 people. I was one of the pioneers in the development of educational games for preschool children. I have trained a large number of teachers and developers of educational games. I am proud to have been involved in building a "gaming layer around the world". Today, billions learn and have fun through computer educational games.

4. How did the period of online and digital training go during the crisis?

Great. Each crisis gives rise to its own science-based technological solutions. An unprecedented change in educational technology has taken place in a matter of days. What I worked for 50+ years has finally happened. We have successfully completed all university activities online. I am especially pleased with the completely remote conduct of the courses "Business Games in Management" and "Financial Markets and Instruments" (for bachelors) and "Management Games and Simulations" (for masters).

5. What are the ideal relationships for effective learning between teacher and student?

The ideal teacher-student relationship is based on the concept of a "positive report," that is, a relationship of two-way, friendly trust. Building and developing such relationships is the key to effective learning.

6. Is there a perfect learning environment and what would it look like?

The perfect learning environment is built every day / hour / minute and step by step. It looks like crowded halls with boards of principals (who have forgotten that they are actually students) playing a complex management game on Friday, Saturday and Sunday (without it being on their schedule) and arguing with the guards who are trying to evict us in 24.00 hours.

7. If you could change something in the education system, what would it be?

I can and I do it all the time. I increase the relative share of active methods and educational games in teaching.