



Workshop on

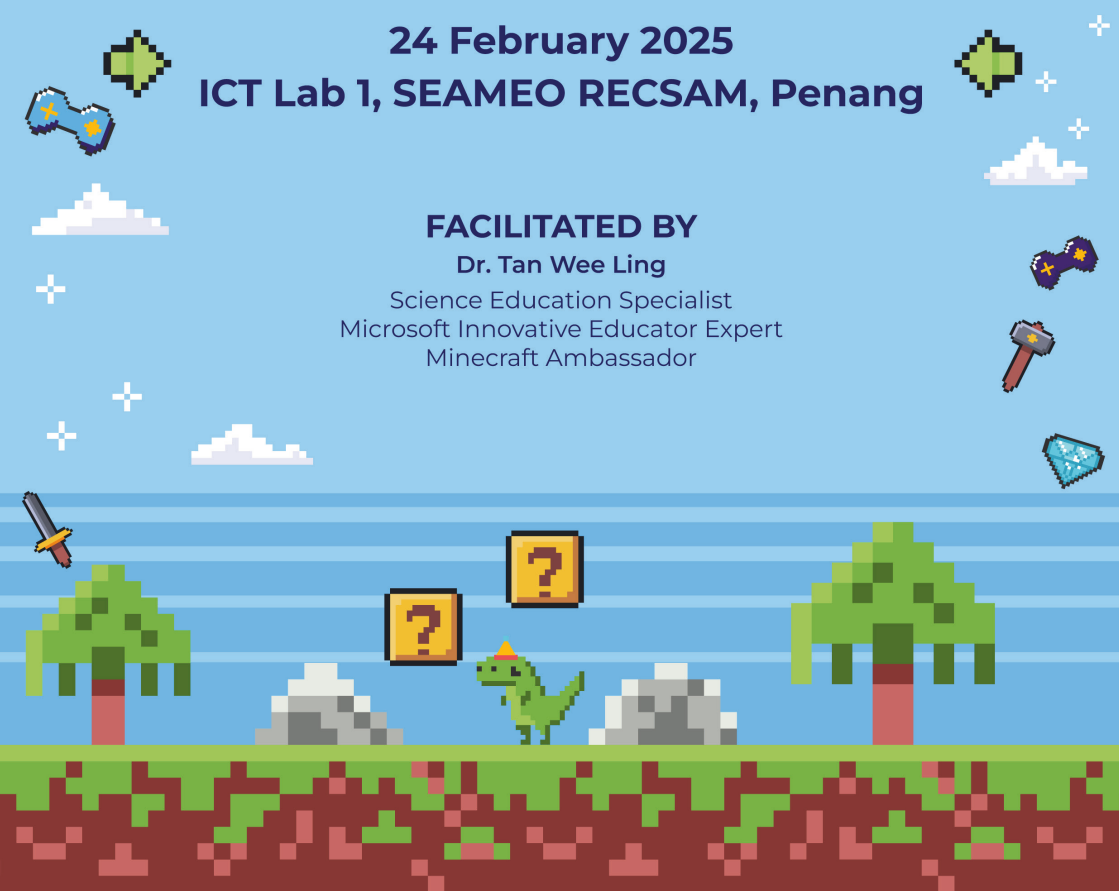
'GAMIFICATION VS. GAME-BASED LEARNING IN LESSON PLANNING'

24 February 2025
ICT Lab 1, SEAMEO RECSAM, Penang

FACILITATED BY

Dr. Tan Wee Ling

Science Education Specialist
Microsoft Innovative Educator Expert
Minecraft Ambassador



INTRODUCTION

In today's education landscape, engaging students has become a central challenge for educators. Traditional methods of teaching, while foundational, often struggle to compete with the dynamic and interactive nature of technology that dominates students' lives outside the classroom. To address this challenge, educational strategies like gamification and game-based learning have emerged as powerful tools for promoting active learning and sustaining student interest.

Gamification involves incorporating game mechanics—such as points, badges, leaderboards, and challenges—into non-game contexts like lessons and classroom activities. This approach motivates students by appealing to their natural desire for competition, achievement, and collaboration, turning routine learning tasks into engaging experiences. On the other hand, game-based learning uses actual games, digital or physical, as educational tools. These games are intentionally designed or adapted to teach specific content or skills, creating immersive environments where students can explore, problem-solve, and learn in a context that mirrors real-life scenarios.

Among the diverse tools available, Minecraft Education has gained prominence as a versatile platform for game-based learning. Its sandbox environment allows teachers to create unique, subject-specific worlds that foster creativity, critical thinking, and collaboration. Similarly, platforms like Genially and LearningApps.org empower teachers to integrate gamification elements into their lessons, enabling the creation of interactive and engaging learning materials such as quizzes, storytelling exercises, and multimedia presentations.

This workshop aims to provide teachers with a comprehensive understanding of these approaches and how to effectively implement them in their lesson planning. By blending theoretical knowledge with hands-on activities, participants will not only learn the conceptual differences between gamification and game-based learning but also gain practical skills in using cutting-edge tools to design lessons that resonate with 21st century learners.

RATIONALE

The workshop on **gamification** and **game-based learning** is essential for teachers to enhance their teaching practices in today's technology-driven educational landscape. Students today are deeply engaged with technology and games, making traditional teaching methods less effective. By learning these innovative approaches, teachers can create more engaging and interactive lessons.

1. Boosting Student Engagement

Gamification uses rewards, challenges, and competition to make learning fun, while game-based learning lets students actively explore and problem-solve through games like Minecraft Education. These methods help keep students motivated and excited to learn.

2. Developing Important Skills

These approaches promote skills like creativity, teamwork, critical thinking, and problem-solving, preparing students for future challenges.

3. Using Modern Tools Effectively

Modern Tool Education help teachers incorporate technology into lessons, making learning more dynamic and relevant.

4. Supporting All Learners

Gamification and game-based learning allow teachers to design lessons that cater to students with different learning styles and abilities, ensuring no one is left behind.

5. Empowering Teachers

This workshop gives teachers practical skills and creative strategies to make their lessons more interactive, boosting their confidence and professional growth.

TARGET PARTICIPANTS

This workshop is targeted to primary and secondary school teachers as well as educators from teacher training centres who are eager to transform their teaching methods with innovative strategies. Whether you're looking to engage your students with the excitement of Minecraft Education, create interactive activities using Genially and LearningApps.org, or design lesson plans that inspire creativity, collaboration, and critical thinking, this hands-on workshop is for you. No advanced technical skills are needed—just a passion for teaching and a willingness to explore new ways of making learning fun and impactful!

LEARNING OUTCOMES

By the end of this workshop, participants will be able to:

1. Differentiate between gamification and game-based learning and identify their relevance in lesson planning.
2. Design a basic lesson plan incorporating Minecraft Education for game-based learning activities.
3. Develop engaging and gamified learning content using Modern Tool Education. Reflect on the effectiveness of these strategies in creating inclusive and engaging classroom experiences.

WORKSHOP FEE

Workshop fee is RM 130.00 per person. The workshop fee covers the cost for workshop materials, workshop certificate and meals during the workshop for each participant. During the workshop, participants will be served morning tea, lunch and afternoon tea. Food served will be halal and for vegetarian requests, kindly inform our team during registration.

ACCOMMODATION AT INTERNATIONAL HOUSE

For accommodation at RECSAM International House, enquiries and bookings may be made via http://www.recsam.edu.my/sub_InternationalHouse/

CLOSING DATE OF REGISTRATION

Early registration is encouraged to avoid disappointment and will be on a first come basis.

Closing date for registration is **19 February 2025**.

Registration may be done by accessing the following link <https://forms.gle/kD9b49XYMrlgFpKh9> or scanning the QR code:



PAYMENT INFORMATION

Pay to: SEAMEO RECSAM

Bank: Maybank Gelugor Branch, Penang

Account Number: 557 157 000 647

FOR ENQUIRIES

Dr. Tan Wee Ling

Science Education Specialist

+604 652 2773

(tanweeling@recsam.edu.my)

Ms. Tiana Mohamad

Programme Manager

+604 652 2764

(tiana@recsam.edu.my)

Ms. Umami Kalsum Binti. Abd Aziz

Administrative Assistant

+604 652 2761

(ummi@recsam.edu.my)

WORKSHOP TIMETABLE

24 February 2025 (Monday)	
0830 – 0900	Registration and Welcoming Remarks
0900 – 0930	Introduction to Gamification and Game-Based Learning
0930 – 1030	Gamification Tools: Genially and LearningApps.org
1030 – 1100	Morning Tea and Group Photo
1100 – 1300	Game-Based Learning with Minecraft Education
1300 – 1430	Lunch Break
1430 – 1530	Lesson Planning: Integrating Gamification and Game-Based Learning
1530 – 1600	Sharing and Feedback Session
1600 – 1630	Reflection and Closing
1630	Afternoon Tea

Note: This programme schedule may be subjected to changes without prior notice

WORKSHOP FACILITATOR



With 16 years of teaching experience in Science, Biology, and Mathematics, **Dr. Tan Wee Ling** has dedicated her career to advancing education through innovative approaches. Recognized as a Microsoft Innovative Educator Expert and Minecraft Ambassador, Dr. Tan has been at the forefront of leveraging game-based learning, particularly through Minecraft, to enhance teaching and learning experiences. She has extensive experience conducting workshops on game-based learning and gamification, empowering educators with practical strategies to integrate these methods effectively into their classrooms. A passionate researcher and prolific writer, Dr. Tan has published numerous articles exploring the pedagogical potential of game-based learning, further contributing to the global discourse on educational innovation. Her work continues to inspire educators worldwide to embrace technology and creativity in their teaching practices.