



COURSE DESCRIPTION

Jordi Joan Linares Pellicer

Institution Name

DATE

SERIOUS GAMES FOR CREATIVITY AND SOCIAL COHESION IN TEACHER EDUCATION



Co-funded by the
European Union

Contents

Introduction**Ошибка! Закладка не определена.**

Work plan.....**Ошибка! Закладка не определена.**



Co-funded by the
European Union

MA TITLE:

COURSE TITLE:

Level: BA/MA/pHd

Course status: core/elective

In-class, distance learning, blended learning

Precondition: other courses

ECTS Value:

Year:

Semester:

Number of hours

1. Learning Aims

The course aims to...

2. Learning Outcomes

After successful completion of the course, the students should be able to:

3. Indicative Content

Content for critical exploration will include the following:

- (Bullets)



4. Teaching methods

Make more visible serious game, gamification, digital story telling. ...

How teacher use these elements in teaching and evaluation process.

5. Assessment

6. literature

3D Vista

Lumi

Pano2VR

Core Texts

Further Reading