

# BUDAPEST

**Course: Budapest: Explore & Empower,  
A 6-Day Game-Based Learning Adventure**

**Course Duration:** one week, from Monday to Saturday, 30 hours  
**Number of Participants:** Min. 6 – Max. 20



## COURSE DESCRIPTION

This unique Erasmus course combines the thrill of game design with an immersive Budapest adventure. Over 6 days, you'll delve into the world of educational games, learning to craft engaging activities that will energize your classroom and elevate student learning. Alongside this, you'll embark on a cultural journey, exploring Budapest's vibrant history, stunning architecture, and delicious cuisine.

### Course Benefits:

- **Become a Game Master:** Develop practical skills and resources to design and implement game-based learning experiences.
- **Boost Student Engagement:** Discover techniques to foster active participation, collaboration, and critical thinking through games.
- **Build Classroom Community:** Utilize game design to create a strong sense of cohesion and positive interactions among students.
- **Differentiate for Diverse Learners:** Learn to adapt games for different learning styles and needs, ensuring success for all.
- **Explore Budapest's Treasures:** Immerse yourself in the city's rich culture, history, and architecture through guided tours and free exploration.

### Learning Objectives:

**By the end of this course, you'll be able to:**

- Design engaging game-based activities for various pedagogical objectives.
- Facilitate positive and inclusive learning environments within your games.
- Utilize games to encourage active student participation and communication.
- Foster collaboration and social interaction through game design strategies.
- Adapt games to cater to different age groups and learning contexts.
- Evaluate the impact of game-based learning on student outcomes.

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## Monday

- **Welcome & Introductions:** Get to know your fellow educators!
- **Unveiling Game-Based Learning:** Explore the foundations and benefits of using games in the classroom.
- **Designing for Impact:** Learn how to select and adapt game mechanics for your specific learning objectives.

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- **Budapest's Game Design Challenge:** Put theory into action by designing a game focused on a Budapest landmark. Collaborative exploration of the city will fuel your creativity.

3

## Wednesday

- **Empowering Participation Through Games:** Discover strategies to ensure active involvement from all students.
- **Building Class Cohesion with Games:** Explore games that foster collaboration, trust, and a sense of community.

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## Thursday

- **Developing Social Skills with Games:** Learn how games can promote communication, problem-solving, and teamwork.
- **Adapting Games for Different Audiences:** Discover strategies to tailor game-based learning for various age groups and learning contexts.

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## Friday

- **Evaluating Game Effectiveness:** Explore methods for assessing the impact of game-based learning on student outcomes.
- **Sharing & Reflecting:** Showcase your game designs, share experiences with peers, and gain valuable feedback.

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## Saturday

- **Historical & Cultural Tour:** Explore Budapest's iconic landmarks, including the Buda Castle District and the Hungarian Parliament Building. Learn about the city's fascinating history through expert guidance.
- **Farewell Dinner:** Celebrate your learning journey with a final delicious meal and meaningful connections.

PROGRAM