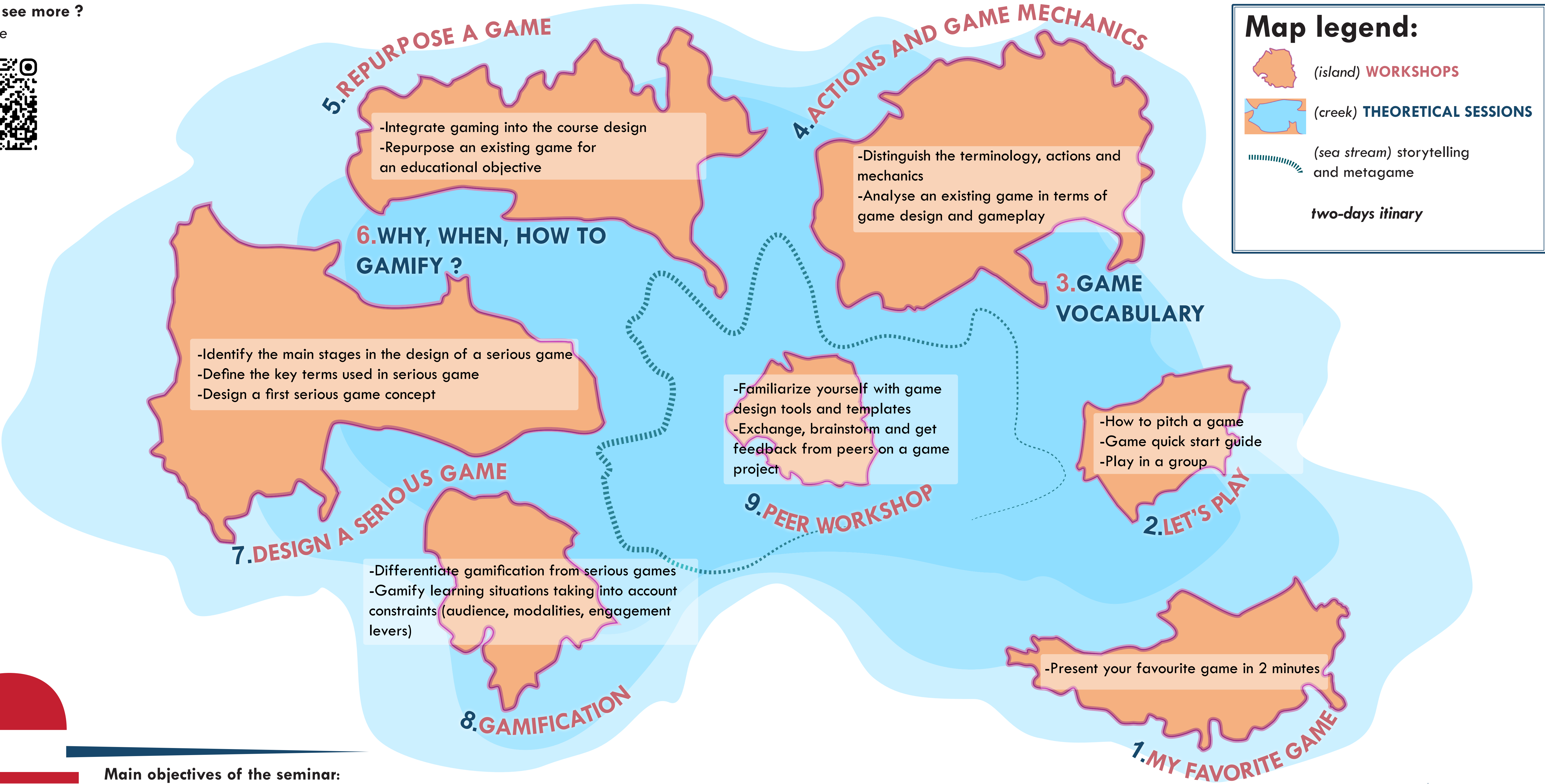
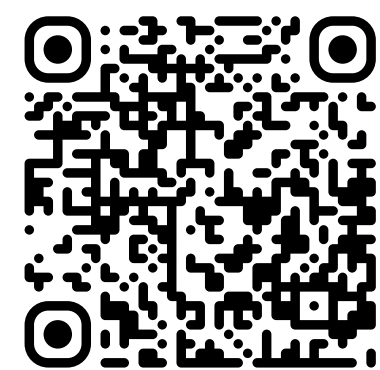


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**Main objectives of the seminar:**

- Identify terms related to gamification, from gamified learning method to game design
- Understand the benefits of game-based learning in a peer-to-peer context
- Distinguish between good practices and pitfalls in game-based activities
- Differentiate between game-based learning types (repurposing, serious game, gamification...)
- Apply a gamified learning method to your project
- Create your first serious game concept

**Storytelling and metagame's objectives:**

- Immerse the audience in an alternate narrative space related to the seminar topic
- Give 'simple' missions an epic dimension so that objectives become challenges



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# Supporting teachers in experimenting and implementing the game during an immersive seminar

Erika Hierholzer, Anaïs Liger, Stéphanie Martins, Blandine Masselin & Sandrine Merigeault

