GaLA
Game and Learning Alliance
The European Network of Excellence on Serious Games

Game based learning for 21st century transferable skills: challenges and opportunities

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Rationale

• **Starting point:** European Network of Excellence (NoE)
  GaLA: “Game and Learning Alliance”

• **Motivations:**
  – Interest in games based learning
  – Wish to enlarge the debate outside the NoE
  – Wish to discuss with a qualified audience considering both pedagogical and technological issues
AIM

- two perspectives:
  1. How games can foster formal and informal learning
  2. How their design, development and deployment can contribute towards this learning purpose

- to explore and discuss new opportunities offered by serious games to the acquisition of transferable skills:
  - i.e. collaboration, critical thinking, creative thinking, problem solving, reasoning abilities, learning to learn, decision making, …
### Table 6. Similarities and differences between frameworks

<table>
<thead>
<tr>
<th>Mentioned in all frameworks</th>
<th>Mentioned in most frameworks (i.e., P21, EnGauge, ATCS and NETS/ISTE)</th>
<th>Mentioned in a few frameworks</th>
<th>Mentioned only in one framework</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collaboration</td>
<td>Creativity</td>
<td>Learning to learn (ATCS, EU)</td>
<td>Risk taking (En Gauge)</td>
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<tr>
<td>Communication</td>
<td>Critical thinking</td>
<td>Self-direction (P21, EnGauge, OECD)</td>
<td>Manage and solve conflicts (OECD)</td>
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<tr>
<td>ICT literacy</td>
<td>Problem solving</td>
<td>Planning (EnGauge, OECD)</td>
<td>Sense of initiative and entrepreneurship (EU)</td>
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<tr>
<td>Social and/or cultural skills; citizenship</td>
<td>Develop quality products / Productivity (except in ATCS)</td>
<td>Flexibility and adaptability (P21, EnGauge)</td>
<td>Interdisciplinary themes (P21)</td>
</tr>
</tbody>
</table>

Core Subjects:
- Mathematics; communication in mother tongue; science (EU, P21, ATCS);
- History and arts (P21 and ATCS)

Presentations

• A Domain Model for Smart 21st Century Skills Training in Game-based Virtual Worlds
  Michael D. Kickmeier-Rust, Dietrich Albert

• Co-designing social games with children to support non formal learning
  Paredes P.

• Developing a Meta-Model for Serious Games in Higher Education
  Longstreet S.

• Embodied Conversational Human-Machine Interface with Wearable Body Sensors for Improving Geography Teaching
  Ling Y., Bellotti F., Berta R., De Gloria A.
Presentations

• Exploiting real-time EEG analysis for assessing flow in games
  Plotnikov A., Stakheika N., De Gloria A., Schatten C., Bellotti F., Berta R., Fiorini C., Ansovini F.

• Reasoning on reasoning through serious games
  R.M Bottino, M. Ott, M. Tavella

• User modelling and adaptive, natural interaction for conflict resolution
  Kostas Karpouzis, George Yannakakis, Ana Paiva, Jeppe Herlev Nielsen, Asimina Vasalou, Arnav Jhala

• Using a Pleasure Framework to Critique Tangible Learning Games
  Zualkernan I.
• Call for Papers

Journal of Educational Technology & Society

• Thomson Scientific Social Sciences Citation Index (SSCI) - IF: 1.066
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Special Issue on
“Game based learning for 21st century transferable skills: challenges and opportunities”
– Original, unpublished manuscripts
– around 7000
– style of the journal: http://www.ifets.info/.
Important dates

- Submissions due: 30 November 2012
- First decision: 1 February 2013
- Revised manuscripts due: 1 April 2013
- Feedback on revised manuscripts: 1 June 2013
- Final manuscript due by the authors: 30 July 2013
- Final manuscript sent to the publishers: 30 September 2013
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