

JAM

TO 

DAY

Game-based learning is becoming more and more popular, with many 'serious games' now being developed. But not enough attention is given to how to implement these games in learning environments and how to make sure there are significant learning outcomes.

With the JamToday network, we want to use the principles of applied game design not just to create useful and meaningful games, but also to explicate and design the context (such as the classroom or curriculum) in which games can be most effectively implemented and used.

In this sense, our task is to help turn learning professionals into educational designers with the help of game design knowledge and practice. Equally, we can help to turn learners into game-based thinkers and from only being technology users to becoming ICT practitioners, with a corresponding ability to express themselves in videogames as a medium.

Each year, JamToday will provide opportunities to collaborate at local, regional, national and European levels by establishing a series of game jams around different themes:

- ✂ Improving ICT skills (such as learning coding skills or creating games)
- ✂ Adopting healthier lifestyles (such as healthy eating or changing antisocial behaviour)
- ✂ Supporting learning of mathematics (such as sustaining engagement)

We aim to provide a bridge between different sectors to guarantee the successful uptake of the next generation of educational games across Europe. And we can offer you the necessary structure, guidance, tools and support to get involved.

Come and join in!

info@jamtoday.eu
www.jamtoday.eu

**JAM
TO
DAY** **LEARNING
TO
CHANGE
LEARNING**



This project is partially funded under the ICT Policy Support Programme (ICT PSP) as part of the Competitiveness and Innovation Framework Programme by the European Community.