

## GAMIFIED DIAMONDS seminar 19 March 2020



Photo: Diana Nyamai



Photo: Tuulia Simulainen



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**Location:** Metropolia University of Applied Sciences, A-building, Myllypurontie 1, Helsinki

**Target group:** Any counsellors, teachers, coaches, other professionals and students, who wish to understand how to use gamification to support learning and empowerment particularly with the youth

**Language:** Presentations, study visits and the game platform are in English, but Finnish can be used while playing the game #integration

### Morning programme

**8.30 Morning coffee**

**9.00 Welcome**

**9.15 Gamified Education: Theories, Practices and Recent Trends**  
Researcher Lobna Hassan (University of Tampere/Turku, [lobnahassan.com](http://lobnahassan.com))

*In recent years, gamification emerged as one key method to improve learning and engagement. At the beginning, we often understood gamification as introducing game elements, such as points, badges or leaderboards, to the educational process. However, as our knowledge on gamification grew, gamification started to be conceptualized as a much deeper process. Gamification designers often employ psychology theory and research, so as to understand what motivates individuals and build gamification that is able to connect to these motivations in different contexts, for example in the educational contexts. Work has additionally been done to examine personal differences in gamification, in an effort to make sure that gamification is inclusive and facilitates inclusion. This presentation briefly introduces gamification, some of the key theoretical perspectives it is connected to and provides research and practical examples of gamification.*

**10.15 Energizing break**

**10.30 Digital youth work in Finland**  
Planner Juha Kiviniemi ([Verke](http://Verke) - Centre of Expertise for Digital Youth Work in Finland)

*Finnish digital youth work has been and is widely considered one of the most developed in the world. However, there is still much to do: while the field is highly advanced in terms of using*

online platforms and interacting with young people on digital platforms, we have our blind spots as well. Especially working in international contexts it is clear how different European member states have their own strengths and how much we have to learn from each other, whether it's working on social media, tinkering with electronics or producing high quality media content. In this presentation we look at major technological developments and phenomena in the last decade and see how the Finnish youth field reacted to them. We also take a peek at the wider European context now and in the future.

**11.15 Gamified diamonds of CONNEXT for working with migrants**

**12.00 Lunch** (at own cost)

## Alternative afternoon programmes

### OPTION 1: Study visits (20 places)

Please note that due to time constraints you should take a packed lunch along.

**12.15 Joint departure** from the lobby of A-building (trips at own cost)

#### Helsinki XR Center

Presentation of the center, getting acquainted with one entrepreneur and a game under development.

#### **Arabia elementary school**

Presentations by teachers on how they use digitalization and games to enrich their teaching.

**16.00** End of the day

### OPTION 2: Game #integration

**12.45 Gathering in the lobby** of A-building, division in small groups

**Game #integration** on Metropolia campus and its surroundings. Game developed together with e.g.

- Stadi Vocational School
- SIMHE project
- EME project
- Girls' House

**15.00 Reflection and networking** with professionals working with migrants and engaged in the game

**16.00** End of the day

A remote connection is available in the morning programme at 9-12 o'clock (link to be shared later).  
Registration to the seminar **at the latest 10 March 2020** [elomake.metropolia.fi/lomakkeet/26791/lomake.html](http://elomake.metropolia.fi/lomakkeet/26791/lomake.html)

## Welcome!

Further information on

- CONNEXT for inclusion project [www.connexforinclusion.eu/fi](http://www.connexforinclusion.eu/fi)
- Gamified Diamonds seminar: Mai Salmenkangas [mai.salmenkangas@metropolia.fi](mailto:mai.salmenkangas@metropolia.fi)