

GamFed Newsletter (Dec 18)

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Write to membership@gamfed.com

Case Study

Bridging the rural divide in STEM Education through culture, design thinking & gamification in Malaysia



GamFed member [Professor Sylvester Arnab](#), based at Coventry University's Disruptive Media Learning Lab alongside Dr Jacey-Lynn Minoi, Mr Terrin Lim, and Dr Fitri Mohamad from Universiti Malaysia Sarawak (UNIMAS) were awarded a research grant '**Creative and Participatory Trans-cultural Practices and Problem**

Solving Through Game Design and Computational Thinking (Creative Culture) through The Newton Fund. They have addressed the widening educational divide in STEM education by co-creating game based learning resources and training teachers to develop and deliver their own resources in their respective schools.

By incorporating play and games into teaching approaches in Malaysia, school children have not only demonstrated more enthusiasm for STEM subjects but also developed soft skills that are crucial to their development.

They recently showcased their research at a keynote address at the European Conference on Game-Based Learning in France.

[Read the feature here](#)



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Reflections from Gamification Europe 2018: A Correction



Dear readers, thank you for bringing to my attention that the link to An Coppens' reflections from the Gamification Europe Conference published last week was in fact her reflections from last year's conference. My apologies.

[You may read her reflections from 2018's conference here.](#) Couple it with GamFed member [Albert van der Meer's personal take here](#) and then follow it with [Gamification Europe's review here.](#)



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Interview





Watch GamFed Community Research Liaison (UK) and Ambassador (Marketing), [Sabrina Bruehwiler's](#) interview with Nazareth Qarbozian, leader of Team Human where she talks about what gamification is, how it may be used to engage people and help people achieve success, while also shedding some light into where the industry is heading. [Click the video or here to watch it.](#)



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Paper Presentation



Figure 2. Students enjoying the “funny hat” power up and coming up with ideas about the gamification learning system.

Vasilis Gkogkidis, GamFed Ambassador (Greece) presented a paper titled **'Co-Creation of Innovative Gamification Based Learning: A Case of**

Synchronous Partnership, earlier this month at the SRHE International Conference on Research into Higher Education which was co-authored by **Pete Jenkins**, GamFed Chair along with Nicholas Dacre, SPRU, University of Sussex. The paper discusses how they co-created a gamification learning system at the Brighton Business School.

[Read the paper here](#)



What you doin'?*

Stay clued in to what what fellow GamFed members are up to

L' INNOVAZIONE È UN GIOCO SERIO
Storie di innovazione digitale con la gamification
The fun way to engage

28 nov 18 | **Impact HUB MILANO**
Via Aosta 4 Milano

dalle ore **14.30**
alle ore **19.00**

grifomultimedia
BETTER KNOWLEDGE. BETTER PERFORMANCE.
SOGES COMPANY

On November 28, neuropsychologist and GamFed Ambassador (Italy), **Viola Nicolucci** conducted an intervention on "**The Impact of Psychology in the Gaming World**", during the event "**Innovation is a Serious Game**", in Milan.





Congratulations **Think Codex**, winners of the 'Outstanding Gamification Project in Learning' Award! (sponsored by Growth Engineering). They also made a [cool un-boxing video of the award that you can watch here](#).

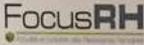
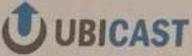
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Pour interagir :
<http://wooclap.com/learninnov>

wooclap 

 **WIFI**
réseau : **Wifi guest**
Identifiant : **clearninnov93380**
mot de passe : **9U0aA2xs**
on est désolés :(si vous y arrivez du 1^{er} coup bravo!

Avec le soutien de

   **wooclap** 

TECHNOLOGIE & FORMATION
salle 2

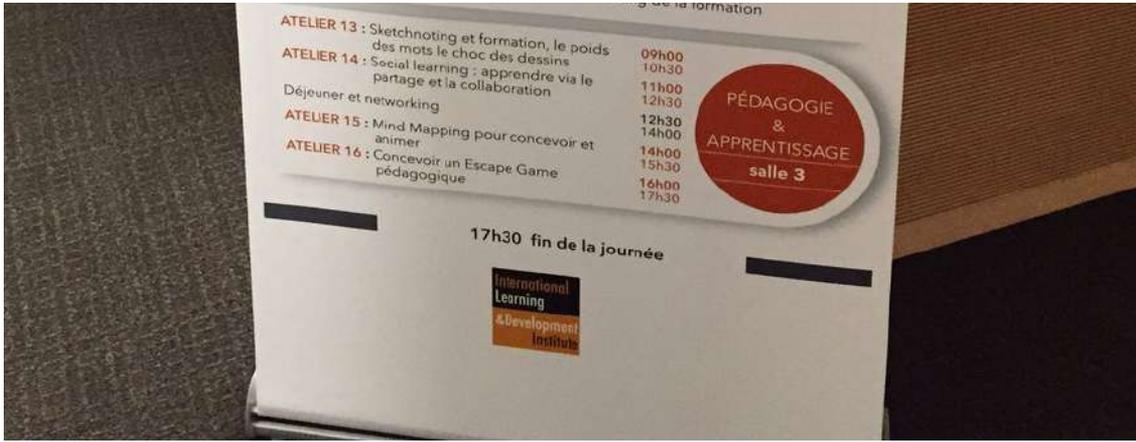
09h00 ATELIER 01 : Produire des vidéos pédagogiques avec son Smartphone
10h30
11h00 ATELIER 02 : Concevoir et produire des contenus pour mobile/tablette
12h30
12h30 Déjeuner et networking
14h00
14h00 ATELIER 03 : Produire des contenus de formation en réalité virtuelle
15h30
16h00 ATELIER 04 : Intelligence artificielle et formation
17h30

ATELIER 05 : Transformer les comportements en réflexes grâce à l'ancrage Mémoire!© 09h00
ATELIER 06 : Le Storytelling appliqué à la formation digitale 10h30
Déjeuner et networking 11h00
12h30
12h30
14h00
14h00
15h30
15h30
16h00
17h30

COGNITION & COMMUNICATION
salle du conseil

METHODE & ORGANISATION
salle 1

09h00 ATELIER 09 : Des LMS aux LEP/LXP
10h30
11h00 ATELIER 10 : Datavisualisation et formation : faites parler vos données
12h30
12h30 Déjeuner et networking
14h00
14h00 ATELIER 11 : Curation de contenus et d'outils "gratuits"
15h30
16h00
17h30 ATELIER 12 : Marketing de la



GamFed member **Jerome Gastaldi** spoke about the application of gamification in e-learning on December 13, at [LearnInnov](#) in Paris. Congratulations Jerome!

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GamFed member **Kira Downer** received an academic award for 'Best use of gamification in a business context' at the Brighton Business School

gamification in a business context, at the Brighton Business School Excellence Awards 2018. Congratulations Kira!

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In other news...

News from around the gamification world



Boost performance through employee gamification

When it comes to worker productivity, the UK lags behind its European counterparts. Finding the key to employee motivation and productivity is tricky. Verizon Connect's Derek Bryan explains how gamification can help. Also check out the interesting infographic in the end that explains how companies can gamify parts of their business.

[Read the full article here](#)

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This week I played...

What did you play this week?





While I played only chess this week, I was fascinated to discover that the oldest game of chess recorded, that was played using rules we use today, is part of a poem; the 15th century Catalan poem, "Scachs d'Amor," and it describes a game of chess played between Venus and Mars. [You can find the English translation of the poem here](#)

Tell us what you're playing. Mail, Facebook or Tweet at us to the links below and stand a chance to win a surprise in the upcoming New Year Special Newsletter!



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