



Vaasan yliopisto
UNIVERSITY OF VAASA

Games and Gamification in Higher Education

VAASA GAME DAYS SEMINAR 29.11.2018

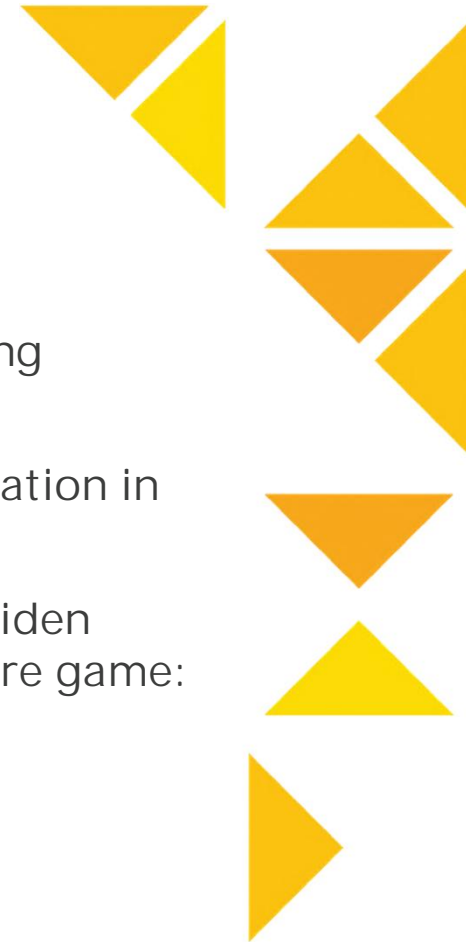




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Program, part 1

- ▶ Päivi Borisov (University of Vaasa): Game on – Learning by Playing. Marketing Simulation Game as a Learning Tool (13:05 – 13:30)
- ▶ Matilda Ståhl (Åbo Akademi): Opening the Eyes of Teachers To Be: Gamification in Visual Arts Education (13:30-13:55)
- ▶ Juha Lindell (University of Vaasa): Hyvinvointipeli: matka hyvinvointipalveluiden kompleksiseen maailmaan (presentation in Finnish, slides in English: Welfare game: Familiarizing complexity of welfare services) (13:55 – 14:20)
- ▶ Break: 14:20 – 14:40.





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Program, part 2

- ▶ Päivi Korpi-Halkola & Tayfun Pisirici (Wärtsilä Corporation): Building for the Future – Gamification Methods: Examples from Wärtsilä (14:40 – 15:30)
- ▶ Minna-Maarit Jaskari, Sanna Eronen & Panu Kalmi (University of Vaasa): Use of Games and Gamification at the University of Vaasa: Evidence from a Survey (15:30 – 15:55)
- ▶ Minna-Maarit Jaskari (University of Vaasa): Awarding the lottery prize for survey respondents (15:55 – 16:00)





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Tritonia Short Course

- ▶ <https://www.tritonia.fi/fi/lyhytkurssit>
- ▶ <http://bit.ly/VGDReflection>





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Feedback from the seminar

<http://bit.ly/VGDseminar>





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Social media

- ▶ [#vaasagamedays2018](#)
- ▶ [#vaasaevents](#)
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