

IFELONG EARNING WEEK

2019

Organisers: Youth for Exchange and Understanding

Day and time: Tuesday, 3 December, 15.00

Room: European Parliament, room ASP 5G315

Registrations → [link](#)

Learning through gaming: potential untapped

Concept

Games and gamification have landed on the education landscape for a while now. Old and new generations are learning through games, whether it happens in non-formal and informal learning environments or in schools and formal education paths.

What social impact do games entail? How can gamification be used to attract young people to participate actively in the socio-political life of their local communities as well as at the European level? Through this workshop, civil society organisations would like to enhance the importance of gaming and the 'gamification of education' *vis-à-vis* decision-makers and practitioners.

Agenda

Setting the scene

MEP Brando Benifei

Tamara Gojkovic, Youth for Exchange and Understanding

European Youth Together

Marc Kuster, European Commission

Exemplifying the fun: new pedagogies at work

Tom de Kruif, EUROCLIO

Zsolt Marton, EURODESK

Ricardo Herrera, Molengeek

Moderator: Milos Ristovski, Secretary-General, JEF Europe

Wrap-up

*The event is hosted by **MEP Brando Benifei***

