

Gamification for Intercultural Education

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INTERNATIONAL CONFERENCE

Session 1: Presentation of project results

Session 2: Theoretical Background

Session 3: Games Showcase

Session 4: Final remarks

Διοργάνωση: Διεύθυνση Δευτεροβάθμιας Εκπ/σης Φθιώτιδας









Εγγραφές:

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Δευτέρα, 20.02.2023, 08:30-14:00

Πανεπιστήμιο Θεσσαλίας Παπασιοπούλου 2-4, Τ.Κ.: 35131, Λαμία

Gamification in Literature Teaching: Creative writing to enhance intercultural sensitivity

Η παιχνιδοποίηση στη διδασκαλία της Λογοτεχνίας: δημιουργική γραφή για την προαγωγή της διαπολιτισμικής ευαισθησίας

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Literary Studies

Γεωργία Παντίδου, Φιλόλογος, Δρ Ψηφιακών Λογοτεχνικών Σπουδών

An experimental case of Creative Writing to promote Intercultural Sensitivity in the context of High School Skill Laboratories

Thermopylae Refugee Camp (2018-2019)



<u>Audience</u>

High Schools
 Students

Sperchiada, Makrakomi, Nea Anchialos

School Year: 2021-2022

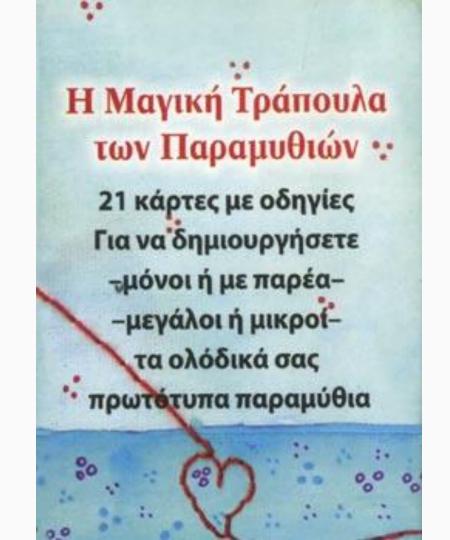
Objectives

- To promote teachers' and students' intercultural awareness eradicating any prejudice or racism spoken or unspoken
- To show a playful way to do this and appropriate materials to use
- To teach narrative techniques without actually teaching them
- To practise Creative Writing

Materials:

The magic fairytale deck of cards

by Kostas Stoforos



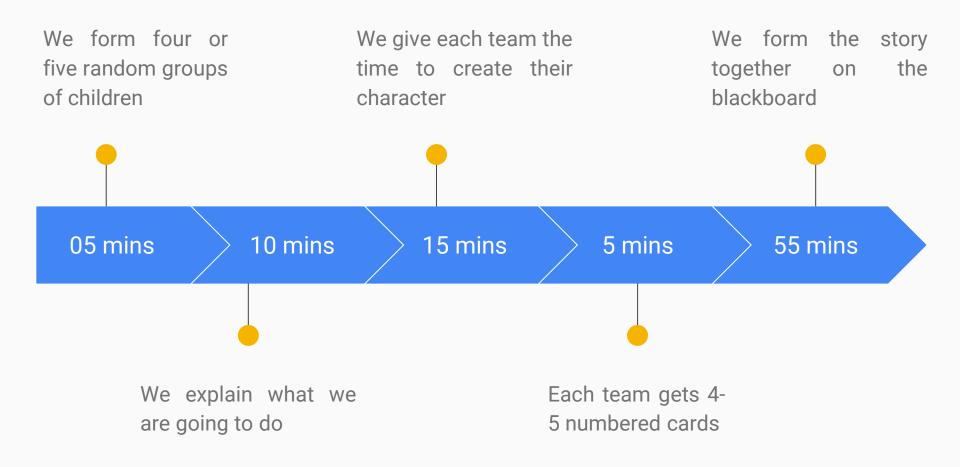
The magic fairytale deck of cards



The magic fairytale deck of cards is based on Vladimir Propp's 31 basic structural elements (or 'functions') that typically occur within most fairy tales and on Gianni Rodari's "The Grammar of Fantasy". There are 21 cards according to Rodari's deduction of the 31 functions.

While playing, the students get acquainted with the basic elements of every narration (plot, characters, scenery) and combine them in order that they create a story of their own

Procedure



Procedure

- After the teams have got their cards, we start from the team holding the card Number One. They should give us the description of their character. The same goes for the rest of the teams. The characters should always be two or three refugees and two or three natives, half of them nice, half of them bad.
- We write their descriptions on the blackboard.

Procedure

Following the numbers and the descriptions of the cards, each team decides how the plot will proceed and how the characters will grow, taking special care for the bad ones to turn into nice people with intercultural sensitivity.

Homework

Each team has to write the story in their own way or perform it or draw something or even write a narrative poem (namely a ballad).

For any additional information, please write to

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Thank you!