

# **Gamification and Education for Sustainable Development**

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Online workshop                      March 18, from 5:30 to 7:30 pm CET

Aims: Showing how emergent medias can be merged with native learning methodologies to achieve a comprehensive and meaningful learning on topics such as Bioethics, Human Rights and Sustainability.

The main objective of this workshop is to train educators from different areas and professionals interested in adopting gamification as a teaching strategy to promote the co-creation, immersion and entertainment of their students. At the workshop, strategies for mapping the educational reality and the profiles (of learning and motivation) of students will be presented, tools that ensure an assertive approach for the educator. The workshop also aims to guide participants on effective ways of gamifying content, to enable them to develop their own gamified tools adapted to their working themes and reality.

The expected results of the intervention, in addition to a plan of action for a gamified intervention that will be elaborated by the participant from the learnings during the workshop, is the experience in a democratic and collaborative learning environment about how Latin American Bioethics and Environmental Education in its critical perspective can contribute to the implementation of the 2030 Agenda, especially in the context of Education for Global Citizenship.