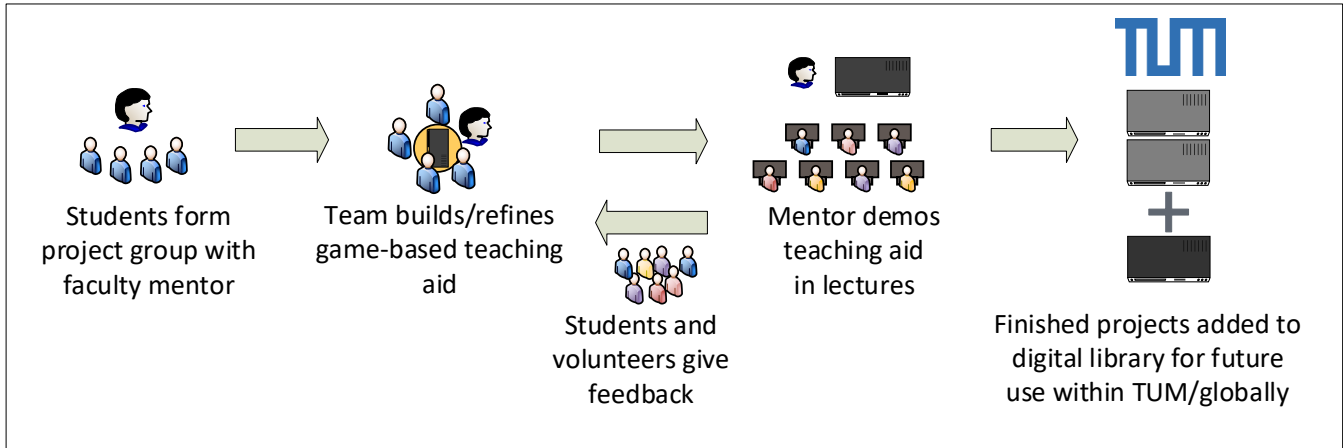






TUM Future Learning Initiative - Game Based Teaching

Overview: Gamification in education can help create more interactive and engaging learning environments. The following idea proposes a practical and low-cost way for TUM to implement such game-based teaching, by utilizing the existing infrastructure of the Games Engineering (GE) program. This could then be augmented by interdisciplinary collaboration across the student and faculty body.

Proposed Structure: Students and faculty work together in interdisciplinary project (IDP) groups to build game-based material for university courses:



Benefits: This initiative would provide a win-win situation for all involved stakeholders:

Stakeholder:	 GE Students	 Student Body	 Faculty Mentor	 University
Role:	Build/Refine Proof of Concept (POC) game-based teaching aid Build infrastructure for future games (template) Work with student body on new game ideas	Help with game ideas, testing and feedback Petition university for ECTS for IDP within their program of study Form IDP groups with GE students for future games	Mentor project group on course content Advise on typically challenging topics for students in courses Demo POC in lectures	Help advertise initiatives Work with students on ECTS options Make content available to students globally
Benefits:	ECTS Credit Portfolio Enhancement Future Interactive Courses	Interactive Courses Potential ECTS Credit for IDP	Interactive Teaching Tools Student Feedback and Participation	Brand Value Digital e-Learning Assets Low Cost and Scalable Initiative