

Getting Started with Gamification

TARGET AUDIENCE: All Teachers,
Coordinators, Principals and Heads

Abstract

Language teachers have long used games, but gamification – the use of game elements in non-game settings – is a more recent concept in education. This workshop will start with a brief overview of gamification, including the theoretical and psychological basis. Teachers then see a variety of options to choose from so that they can identify and prepare ways to use gamification in their own classrooms.



Profile

Dr. Deborah Healey was the 2019-2020 President of the Board of Directors of TESOL International Association. An online and face-to-face teacher educator, she writes and presents extensively internationally (Africa, Asia, Latin America, Europe, US) on appropriate use of technology in language teaching. Her doctorate is in Computers in Education.

Registration Link

[https://forms.gle/zXqykhi
TxBtjC8dW8](https://forms.gle/zXqykhiTxBtjC8dW8)



Date & Time

Saturday December 14, 2024
10:00AM to 11:30AM

Member Fee:

1,350

Non Member

Fee: 1,600

- E-Certificate will be provided
- Limited seats on first come, first served basis

SPELT Registered Office: 101 1st Floor, Plot No. C-28, Kh-e- Ittehad, Lane 12, Phase II, Ext DHA, Karachi