engage learning

Deadline for submission 15th November

The ENGAGE Quality Awards

The ENGAGE Quality awards recognise excellent contributions from teachers, educational practitioners, game developers and producers to the quality of game-based learning. They will be granted in three categories:

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BEST PRACTICE

The award will be assigned to documented cases of learning and teaching processes that integrate games in an innovative way and raise learning quality in terms of processes and results.

LEARNING GAMES QUALITY

The award recognises digital games for teaching and learning that stand up to methodological, didactical and technical standards.

GAMES INCLUSION

This special award valorizes both games and GBL-practices that succeed in raising self-confidence, motivation to learn, and foster participation in a community or society in general and thus foster social inclusion into the knowledge society

The Jury

The ENGAGE Award Jury for selecting the winners will be comprised of game-based learning experts from industry or research as well as teachers with a professional background in using games for teaching and learning processes.

Your Participation

The award is open to online submissions from
• teachers, educators and practitioners
(BEST PRACTICE AWARD, INCLUSION AWARD)
• designers and producers from the games industry
(LEARNING GAMES QUALITY AWARD, INCLUSION AWARD)
Selection criteria and guidelines are provided online. Participate from **15th September** on!

The Winners

Nominees will be presented at Online EDUCA Berlin, 3rd December 2010.
An official and life-streamed award ceremony will be held preceded by a panel discussion with leading GBL experts.
Please go to our website to find out more about prizes for winners.

The ENGAGE Project

The European Network for Growing Activity in Game-based learning in Education (ENGAGE) project aims at further implementing the use of GBL in Education. For further information, please visit our project website:

www.engagelearning.eu

The Award Sponsors

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