



Game-based Research in Education and Action Training

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The Project GREAT aims to provide methodology and guidelines for using Game-Based Learning (GBL) in education and training. GREAT (Game-based Research in Education and Action Training) is an EU Leonardo da Vinci funded project, started in October 2011 and lasting two years, that aims to provide documented ways of using Game-Based Learning within teaching-learning processes by transferring innovative methodologies, and corresponds with the ICT/digital preparation of European citizens in 2020.

In this paper we will present results from the research phase of this project. The questions being asked are to define the challenges and requirements for the future of training and education coming from Game-Based Learning, to identify Key Policies that will achieve effective GBL use in training throughout Europe, and to outline the challenges and requirements for the Learning processes and methods coming from the use of Game-Based Learning.

The overall objectives of the research are to develop a common vision for the role for GBL in training and education, to identify the key policies and instruments that may be needed (taking barriers and obstacles into account) and to develop a common view of the scenarios, contexts, content, environments for better use GBL.

Parallel to the thorough desk research, the project partnership compiled an online survey and scheduled an expert focus group meeting to be hosted in Graz, Austria. This expert focus group is organized with the aim of providing a platform for international experts to have the opportunity for joint discussion on the subject matter, analyse the state of the art, and to enable discussion on focused issues.

Following the results of the survey, the partnership will gather information from companies, training institutions, and stakeholders about the existence and the use of games for learning and training. At the time of writing, there were 320 completed responses to the survey from both inside and outside the European community. Results will be collated and provided within this paper and conclusions will be outlined for the contribution to this conference.