

Europeana Space

Games Pilot

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Games: the future of education!

- Children grow up using devices. It is their world; they expect to learn in that way.
- Europeana has a vast range of content that can enhance the learning experience
- Naturally, learning should be via games
- It is easy then!

Games: the future of education?

- Not all teachers are confident with new technologies or understand their potential
- Reality: schools have a mixture of old and new technologies and not always a plan
- Traditional methods still have value
- How can this be made easier then?

Games Pilot

Three E-Space Game demonstrators:

- Casual: focussing on restoration of paintings drawn from Europeana.
- Creative: allowing users to creatively remix video content via drag and drop.
- Educational: users take a selfie to match a portrait from Europeana



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Casual Game

The casual demonstrator focusses on restoration of paintings drawn from Europeana. Based upon the 1980s arcade game QIX, users have to 'clean' paintings quickly; with a sufficient score, they progress to the next painting.



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Creative Game

The creative demonstrator allows users to create remixes of video content, based upon the simple drag and drop technique. With no experience, users can create their own video montages and soundtracks.



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Educational Game



The educational game presents users with a portrait from Europeana (with background information available) and challenges them to recreate it either by taking a selfie or photographs of friends. Filters can be added to change the visual image of the picture.

Aim of the E-Space Pilot

- Inspire the creative re-use of digital/
Europeana content
- Show how it can be used through Games,
within an educational context
- However, it must be done effectively



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Do Games improve learning?

- There are ever more educational packages created to fit with modern leaning styles
- University of Ghent – pupils following traditional teaching methods scored higher, but enjoyed game based learning more
- Better for those with low self-esteem

Conclusions

- Don't replace the teacher with Games based learning alone
- Do use Games to inspire creativity
- Balance new and traditional methods
- The E-Space Game demonstrators are a fun way to introduce cultural heritage content