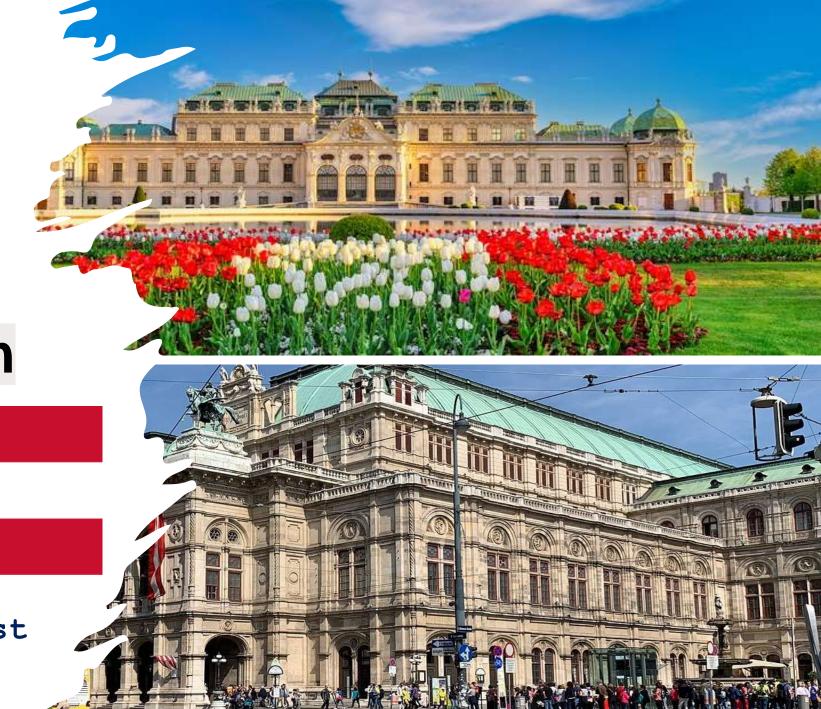# Introducing Sustainability Through Game-Based Learning and Gamification

Vienna

August 26th–August 31st 2024

- The 3 Pillars of sustainability.

- UN's 17 Goals for Sustainable Development.

- Gamification and GBL approaches: basic features and differences with the traditional teaching methods (board vs digital).

- Educational Benefits and Challenges of integrating GBL into the Curriculum.

- **Gamification applications and educational activities examples.**

- **How to integrate Digital Games into the classroom in an effective way.**

- **Building effective gamified activities.**

- **Essential elements of Instructional Design by integrating GBL and Gamification approaches.**

Gamification digital apps: **Quizizz, Quizalize, Blooket, Genially, Actionbound.**