ProsocialLearn: introduction to prosociality & prosocial learning games

EDEN OPEN CLASSROOM CONFERENCE, 19-09-2015, 14.00-16.00

The workshop initiates educators to the ecosystem of prosocial games by offering a theoretical framework and engaging the audience to the process of design and development of learning activities corresponding to certain prosocial features.

As such, trainees are introduced to:

a) the rationale of prosociality (i.e. what do we mean by prosocialilty, its impact on learning style, how it is related to inclusion and better academic achievements, why we should integrate it to our pedagogical approach) and

b) prosocial learning games (i.e. how prosocial skills are related to certain gameplay examples).

Aims and objectives of the activities

- Familiarization of participants with prosociality and prosocial game ecosystem
- Identification of the relation among prosocial skills, social inclusion, individual empowerment and success in formal education
- Presentation of a prosocial game and mapping of prosocial skills, so that participants have a first-hand experience of the respective activities
- Design of prosocial activities by the workshop participants, so as to establish a community of interest that will work together under the framework of prosociality during and after the lifetime of the project.

Agenda

- Welcome & Introductions (10 minutes)
- Presentation of ProsocialLearn (10 minutes)
- What is prosociality and how it is related to inclusion and better academic achievements (15 minutes)
- Prosocial and Educational games (categories, types) (15 minutes)
- Hands on Activities; presentation of a prosocial game; feedback from participants on improvement suggestions (30 minutes)
- Group activity; participants work together and design activities targeting certain prosocial traits (30 minutes)
- Conclusions and next steps (10 minutes)

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