

## Triseum Pilot – Public webinar series

### Implementing game-based learning in the classroom

**19 June 2018 & 28 June 2018** (from 19:00 CEST)

The Triseum Pilot team invites secondary school teachers, researchers, policy makers and gaming enthusiasts across the board to take part in the webinar series "Implementing game-based learning in the classroom". The series will present the results and lessons learnt following a yearlong game-based learning validation study conducted by Triseum™ and European Schoolnet, concerning testing and evaluating two Triseum games in schools in five European countries.

The series includes two sessions of 1 hour, focusing on how each of the Triseum games were implemented in classrooms and the effects they had on student engagement and motivation to learn.

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#### Session 1: Game-based learning in the classroom research: validating Variant: Limits™

Register [HERE](#) for Session 1!

Tuesday, 19 June 2018

19:00 – 20:00 CEST

Join us for this first session to learn how Variant: Limits™, Triseum's calculus game, was implemented by the pilot teachers to enhance their teaching and the game's impact on classroom practice.

*Topics: computer science, information and communications technology, mathematics.*

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#### Session 2: Game-based learning in the classroom research: validating ARTé: Mecenas™

Register [HERE](#) for Session 2!

Thursday, 28 June 2018

19:00 – 20:00 CEST

Join us for this second session to learn how ARTé: Mecenas™, Triseum's strategy game designed to enhance Art History courses, was used by teachers and pupils inside and outside the classroom.

*Topics: arts, history, economics, computer science, information and communications technology.*

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#### Relevant links

[Triseum Pilot page](#)

[The Future Classroom Lab Toolkit](#)

[Triseum website](#)

[More about Variant: Limits™](#)

[More about ARTé: Mecenas™](#)

[Triseum blog](#)