



## EPINOISI R&D Project

### Specialised Formation of General and Special Education Teachers and Production of Digital Game-Based Educational Material for Mild Intellectual Disability

<http://www.media.uoa.gr/epinoisi>

The EPINOISI R&D project has been implemented by the Laboratory of New Technologies in Communication, Education and the Mass Media of the Faculty of Communication and Mass Media Studies of the University of Athens and funded by the Greek Operational Programme for Education and Initial Vocational Training 2000-2006 (EPEAEK II) during November 2007 – November 2008, with the objective to realize a specialized formation program for primary, secondary and special education teachers supporting students with mild intellectual disability (MID) and at the same time develop digital games-based learning (DGBL) material for MID students to be deployed and tested within the special classroom, as part of practical seminars and hands-on activities.

#### theoretical formation and practical training activities for mild intellectual disability

The total duration of the EPINOISI formation program on DGBL for MID has extended to 400 teaching hours, of which 100 hours were allocated to seminars of theoretical formation and 300 hours to practical hands-on seminars, presentation of digital game-based educational material and supervised application of this material in the special classroom. Theoretical formation seminars have been realized during May – June 2008, whereas practical activities and supervised classroom application of digital game-based learning material took place during September – November 2008. The 200 teachers that attended this formation program have been selected from schools and cities from all over Greece and grouped in 20 formation classes located in 15 cities all over the country.

#### development of digital games-based educational material

Besides the long-ago established importance of gameplay as a privileged framework for learning and socialization, which promotes equality alongside with acceptance of differences, motivation through challenge and absence of punishment in the case or errors, modern digital games enjoy a number of additional features such as their enhanced capability to simulate real-world and everyday-life situations in a straightforward fashion, as well as their ability to attract player's engagement through augmented playability mechanisms and balanced game feedback. All these features make digital games a most promising learning tool, in both formal and informal settings and for general and special education alike.

#### The Magic Potion 2.0 – final release, March 2009

The Magic Potion 2.0 is a digital adventure game for learning which has been developed in greek by the EPINOISI project and covers language, mathematics, social and communication skills for students with mild intellectual disability. The Magic Potion 2.0 game, together with accompanying material, is freely available from the EPINOISI project website to all project participants, as well as to all third persons interested in this application.

