



Programme

Date: 05 February 2025, 9:30 – 12:00 (CET), Venue: online conference

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| 09:15 – 09:30 | Arrival of participants in virtual conference room |
| 09:30 – 09:40 | Welcome and introduction of the conference programme, technical notes |
| 09:40 – 09:45 | Poll: Digital Training |
| 09:45 - 10:15 | Key Note: <i>Serious games design knowledge - Experiences from a decade of serious games development and organizational implementation.</i>

Prof. Per Backlund from the University of Skövde, Sweden |
| 10:15 – 10:20 | Coffee Break |
| 10:20 – 10:25 | Poll: Gamified Learning |
| 10:25 – 10:50 | Impulse: <i>Designing Gamified Learning as Desirable Difficulties</i>

Dr. Joanna Burchert from DEKRA SE, BVS Training |
| 10:50 – 11:15 | GamingDRV project results in brief <ul style="list-style-type: none">- The five Gamified Learning Elements- The Implementation Guideline- GameTrain Module for Trainers- Online Pool of Resources for Trainers- Trainer Handbook: Virtual Classroom Training for driver CPC Training and beyond |
| 11:15 – 11:45 | On the road to gamification: Round Table with Dr. Joanna Burchert, Barry Lyons and Peter Smith.

Moderation: James Tillyer |
| 11:45 – 12:00 | Learn more about the project results: National Break out Rooms (English, Swedish, Finish, French, German) |