

PLAYING TO INSPIRE CURIOSITY

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Play has been long established to be a form of instinctive learning. However, it is hard to be learning by playing when a lesson requires a lot of information to be transferred. We have explored ways of introducing various levels of play and gamification strategies to our lessons for schoolchildren with mixed results.

We have approached the optimization of the learning environment by firstly rebuilding the award system concentrating on effort award instead of the end result. We have done so by removing the limits of reward points.

Our experience has been augmented by building and partially testing an online system for independent skill-set planning platform at www.gamin.eu. The system has been proven too cumbersome to understand wholly and is currently being rebuilt to the model of Khan Academy, which is a highly ordered skill-set acquiring web portal for independent learning.

We have tested and found a synchronization of a board game (we call The Island) and difficult engineering tasks to provide a healthy and motivating learning environment, and currently work at minimizing the length of play required per session for wider applications of our method.

We have inquired and found many principles we use teaching children in a motivating and stimulating environment are being used in innovative companies too. Our further goal is to systematize our findings to a singular play-based teaching system to easily provide a motivating and healthy self-guided improvement environment to our students, both youngsters and adults.