

Comparison between Approaches Used in Two Walk About Projects

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Abstract : Learning through creation of contextual games is a very promising way/tool for interdisciplinary and international group projects. During 2013 and 2014 we took part and organized two intensive students projects in different conditions. The projects enrolled 68 students and 12 mentors from 5 countries. In the paper we want to share our experience how to strengthen the chances to succeed in short (12-15 days long) student projects. In our case almost all teams prepared working prototype and the results were highly appreciated by external experts.

Keywords : contextual games, mobile games, GGULIVRR, walkabout, Erasmus intensive programme

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