

Al-Istiqlal University Hosts Training of Trainers (TOT) Workshop on Educational Gaming as Part of ICT4EDU Project

Event type	Training of Trainers (TOT)-Porto-	
WP Number	WP4: DISSEMINATION and EXPLOITATION	
WP Leader	P4- Al-Azhar University	
Event date	September 7-9,2024	
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ERASMUS+ Programme - ICT4EDU Project Number: 101083078

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1. Event Description

Event: ICT4EDU Project Training Workshop on Gaming in Education

Host: Al-Istiqlal University

Date: September 7-9, 2024

Location: Online: <https://meet.google.com/bym-dttc-sah>

As part of the "ICT4EDU" project, Al-Istiqlal University organized a comprehensive training workshop focused on "Gaming in Education." This event aimed to enhance the skills of academic staff in integrating educational gaming tools and artificial intelligence into teaching. The workshop included sessions on the use of AI in education, educational gaming tools such as Kahoot, Genial.ly, and H5P, as well as practical applications of these tools. The workshop was conducted over three days, with sessions held online.

Al-Istiqlal University Hosts Training Workshop on Gaming in Education

As part of the "ICT4EDU" project, Al-Istiqlal University organized a distinguished training workshop on "Gaming in Education" from September 7 to 9, 2024. The workshop was attended by Dr. Hussam Qaddumi, Dean of the Faculty of Humanities, and Dr. Amer Shhadeh, the project coordinator, who opened the workshop in person at the Faculty of Humanities in the presence of selected lecturers from various university faculties.

During the opening, Dr. Amer Shhadeh conveyed the greetings of Prof. Dr. Noor Abu-Rub, President of Al-Istiqlal University, and Dr. Nayef Jrad, Academic Vice President. Both praised the project's focus on supporting and building the academic staff's capacity to use modern technology and artificial intelligence in education.

Dr. Anwar Abu-Hanoud and Dr. Ibrahim Al-Shouli received specialized training in Portugal under the guidance of international experts. During this training, they learned how to integrate artificial intelligence techniques and gaming tools into education to create interactive learning environments. The training also covered

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educational game design techniques that enhance student engagement and support their learning.

The training workshop held at Al-Istiqlal University covered the following topics:

- Introduction to Artificial Intelligence and Education
- Educational Gaming Tools such as Kahoot, Genial.ly, and H5P
- Creating and Sharing Educational Content Online
- Hands-on Practice with Educational Platforms

The workshop lasted for three days, with sessions conducted online from September 7 to 9, 2024.

This workshop is part of Al-Istiqlal University's ongoing efforts to develop academic skills in using modern technology in education and to enhance the learning experience for students through innovative educational tools and games.

2. Agenda

Day1:

ICT4EDU Project Training Program

Date: 07/09/2024

Time: 17:00 - 20:30

Location: Online: <https://meet.google.com/bym-dttc-sah>

17:00 - 17:10:

- Welcome and Opening of the Training
- Welcome Speech by Dr. Nayef Jrad, Academic Vice President
- Project Overview by Dr. Amer Shhadeh, Project Coordinator

17:10 - 17:20:

- Introduction to Information Technology and Education
- Role of Artificial Intelligence in Education
- Educational Platforms Using Artificial Intelligence

17:20 - 17:47:

- Introduction to the Educational Platform: Quizizz
- Educational Video Presentation
- Practical Exercise

17:47 - 18:20:

- Introduction to the Educational Platform :Genial.ly
- Educational Video Presentation
- Practical Exercise

18:20 - 18:57:

- Introduction to the Educational Platform :Kahoot

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- Educational Video Presentation
- Practical Exercise

18:57 - 19:15:

- Introduction to the Educational Platform :Hey Gen
- Educational Video Presentation
- Practical Exercise

19:15 - 19:25:

- **Break**

19:25 - 19:56:

- Introduction to the Educational Platform: Articulate Storyline
- Educational Video Presentation
- Practical Exercise

19:56 - 20:28:

- Introduction to the Educational Platform: Nearpod
- Educational Video Presentation
- Practical Exercise

20:28 - 20:30:

- Closing Remarks and Thanks to Participants

Day Two:

18:00 -20:00

Introduction to Mobile Platforms: TRIFLIM.eu, food-regulation.eu

- Objective: To create an interactive educational environment by using H5P content through the model.

Introduction to kahoot.com

- Objective: Using the gaming tool to improve educational engagement.

Introduction to www.yukaichou.com

- Objective: Insights from a game expert and behavior designer.

Introduction to <https://game.gobeeco.eu>

- Objective: Environmental awareness game.

Introduction to h5p.org

- Objective: Creating content and sharing it on your website like TRIFLIM.

Day Three:

18:00-20:00

Introduction to www.articulate.com

- Objective: E-learning platform for creating content and micro-learning activities.

Introduction to <https://www.duolingo.com/>

- Objective: Gaming tool for language learning.

Introduction to <https://app.genially.com/>

- Objective: Gaming in education and learning content creation.

Introduction to HEYGEN.COM

- Objective: Creating educational videos.

Introduction to <https://fliphtml5.com/>

- Objective: Online flipbook maker with AI.

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Introduction to <https://virtual-campus.eu> and <https://virtual-campus.eu/PLANETCHANGE/>

- Objective: Planet change game.

Introduction to chatgpt.com, chatsonic.com, and <https://app.writesonic.com/>

- Objective: AI tools for dialogue.

Introduction to gemini.com and feyn.ai

- Objective: Generate questions, create concepts, and ask.

Introduction to <https://www.magicschool.ai/>

- Objective: Creating activities such as multiple-choice questions.

Closing Remarks and Feedback

3. Participants:

1. Basema Shalash
2. Fouzia Marmash
3. Hossam Qaddumi
4. Inas Abu Lubn
5. Islam Daraghmeh
6. Khaled Masoud
7. Khawla Al-Fahad
8. Mohammad Dabbous
9. Mustafa Zaid
10. Amer Shshadeh
11. Qusai Ibrahim
12. Rond Barham
13. Said Adwan
14. Salah Shawamreh
15. Sari Shuqour
16. Shereen Armela
17. Taghreed Abu Hamdeh
18. Mays Odeh
19. Abdel Razzaq Jaloudi

4. Photos/Media

<https://www.facebook.com/share/p/1qQENesgnBMuGzwn/?mibextid=xfxF2i>



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