CLUEDUP #1 NEWSLETTER

COLLABORATIVE LEARNING USING ESCAPE DESIGNS AND PEDAGOGIES

Aim and rationale of the CLUEDUP Project:
Developing a methodological protocol for Combined Learning Activity (CLA) .

WHY?

Despite the considerable attention given to collaborative learning as a powerful way of learning, the ability to provide student-centered learning, meet student needs and provide them with the opportunity to learn, remains an ongoing challenging task.

Interactivity and clinical skills training have often been replaced by simple online learning, such as recorded lectures and videos. Beyond the poor pedagogical framework, learners and staff run the risk of digital burnout and behavioral disengagement.

Scientific interest in explaining how gamification supports learning and behavior change, there is still a lack of an integrated framework that could guide and facilitate the online learning process while taking into consideration student needs, skills, and capacities.
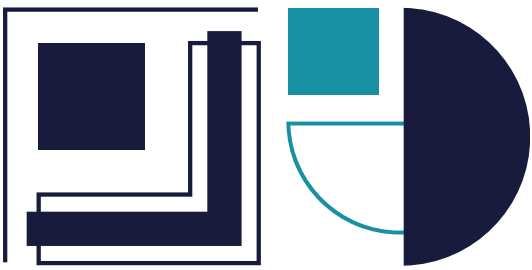
THE INNOVATION
OF THE PROJECT

A paradigm shift in educational practices moving away from strict memorization of didactic materials and passive learning and moving towards the principles of active learning with an emphasis on collaborative, interactive learning and application of knowledge.
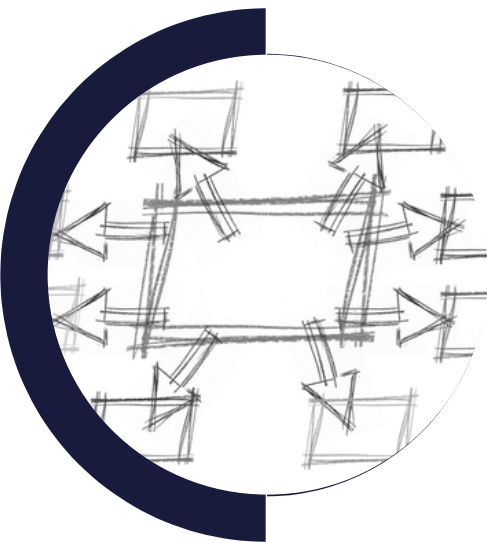
ESCAPE ROOMS - In the context of increasing digitalization and in light of the COVID-19 pandemic, there are more and more EscRs that are completely digital, which are called digital educational escape rooms (DEscRs). Beyond the multiple benefits of EscRs, such as low-cost and flexible learning experiences, they provide students with immersive, dynamic, and actively oriented online learning experiences.

CLUEDUP focuses on the development of innovative Combined Learning Activities templates by integrating contemporary pedagogical approaches such as PBL, TBL, and Flipped Classroom, that conceptualize learning as an interactive collaborative process, with the effective utilization of Escape Room elements.

THE INNOVATION
OF THE PROJECT

In that context, this work presents the methodological protocol for exploring the needs, cataloging curricular realities, and identifying pedagogical paradigms that support the development and deployment of innovative and impactful CLAs.

- Create a more competency-based approach to learning
- Raise awareness of the value of using interactive scenarios for learning
- Increase game-based engagement that mimics closely to professional practice
- Offer improved adaptation of courses to the challenges of pandemic .

AIMS
OF THE PROJECT

1 Create an innovative online collaborative learning activity (TBL, CBL, PBL, etc.) containing escape room elements to form a 'Combined Learning Activity' (CLA)

2 Provide the community with a scalable pedagogic framework to support embedding escape room-style scenarios

3 Create and trial 3 combined learning activities

4 Use the experience to build a training program for the community to design and implement their own CLA .

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