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JAGIELLONIAN UNIVERSITY
IN KRAKÓW

Workshopul

“Games in the Didactic Process. Designing Didactic Games”

8-9 ianuarie 2026

Dragi colegi,

Cu mare plăcere vă invităm să participați la workshopul organizat în cadrul proiectului intitulat „Studii românești central-europene”, programul Agenției Naționale de Schimb Academic (NAWA) finanțat din fonduri europene și derulat în parteneriat cu Universitatea Jagiellonă din Cracovia și Universitatea de Vest din Timișoara.

Workshopul este organizat de către cadrele didactice ale Universității Jagiellone – dr. Anna Oczko, Departamentul de Limba Română și dr. Łukasz Hajduk, Centrul de Studii de Pedagogie Socială și a Adulților în colaborare cu Education&Animation Center.

- Workshopul se adresează cadrelor didactice, doctoranzilor și masteranzilor.
- Limba în care se va desfășura workshopul este limba engleză.
- Participarea este gratuită.
- Participanții vor primi certificatul care confirmă achiziția competențelor didactice.
- Workshopul se va ține în zilele de joi și vineri (8-9.01.2026), în intervalul 14:40-17:50, în sala 101.
- Numărul de locuri pentru participanți este limitat – **12 locuri**.
- **Participanții vor fi selectați în ordinea înscrierii**
- Propunerile de participare vor fi trimise până la data de **31 decembrie 2025** pe adresa anna.oczko@uj.edu.pl.

PROGRAMUL WORKSHOPULUI

Goals:

1. Equipping academic teachers of philology with knowledge and practical skills in designing simple educational games.
2. Equipping academic teachers of philology with knowledge and practical skills in implementing educational games into the teaching process.
3. Presenting the differences between games and gamification, equipping academic teachers with basic knowledge about gamification.

Time:

8.01.2026 / 3h - 14:40 - 17:50 - room 101

9.01.2026 / 3h - 14:40 - 17:50 - room 101

Learning outcomes:

After completing the course, participants will be able to:

1. Explain basic concepts related to educational games, game-based learning and gamification.
2. Describe different types of educational games and their application in teaching philology students.
3. Attempts to design original educational mini-games that meet specific educational goals and the needs of the group.
4. Demonstrates openness to experimenting with new forms of teaching, such as games and gamification.

CONTENT

Module I: Educational games in teaching process

- The concept of games and game-based learning
- Game mechanics and dynamics
- Player motivation vs. student motivation
- Examples of game implementation at universities (languages, humanities)
- Working with different types of games: role-playing games, card games, escape rooms, quizzes, field games, board games
- Practical creation of mini-games for use in language teaching

Module II: Designing your own games

- Diagnosing the needs of philology students
- How to design a simple game (group work)
- Examples

Module III: Gamification

- The fun theory as the basis for gamification
- The difference between a game and gamification
- Elements of gamification used at universities
- Good practices

We will play:

- The Symbols
- Moon landing
- A simple outdoor game on the Action Track
- A card-based text game
- A quiz on the Word Wall