Co-funded by the Erasmus+ Programme of the European Union

	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
9.30 - 11.00		What makes game a game	Steps in game design process + experiencing game design process game	Preparing play testing Play testing and feedback	Game design process in education Competences gained through game design process	Follow up
11.00 - 11.30	Coffee break					
11.30 - 13.00		X-ray of of existing games	Experiencing game design process	Play testing and feedback	Inclusion in game design process	Evaluation and closing
13.00 - 15.00	Lunch					
15.00 - 16.30	Introducing the training Getting to know each other	Debriefing of the X-ray of of existing games Games as an experience	Experiencing game design process	Debriefing game design experience	Competences for facilitating game design process	Departure
16.30 - 17.00	Coffee break					
17.00 - 18.30	Group building	Experiencing inclusion and/or participation	Experiencing game design process	Applying the learnt in practice - instant game design	Game ON Methodological models	
20.00 - 21.30	Evening activities	Evening activities				