Level *Up*

MASTER YOUR DIGITAL SKILLS

Gamification and Technology Supporting Working Life: Development through Games – Benefit and Fun

ICT Skills

Robocoast EDIH

Co-funded by
the European Union

COURSE OVERVIEW

This workshop introduces serious games and tools for developing them. Participants will have the opportunity to test different games and receive practical tips from the instructors on how games have been used in various organizational contexts.

The workshop is organized by the Level Up and EHEÄ projects. Participation is free of charge.
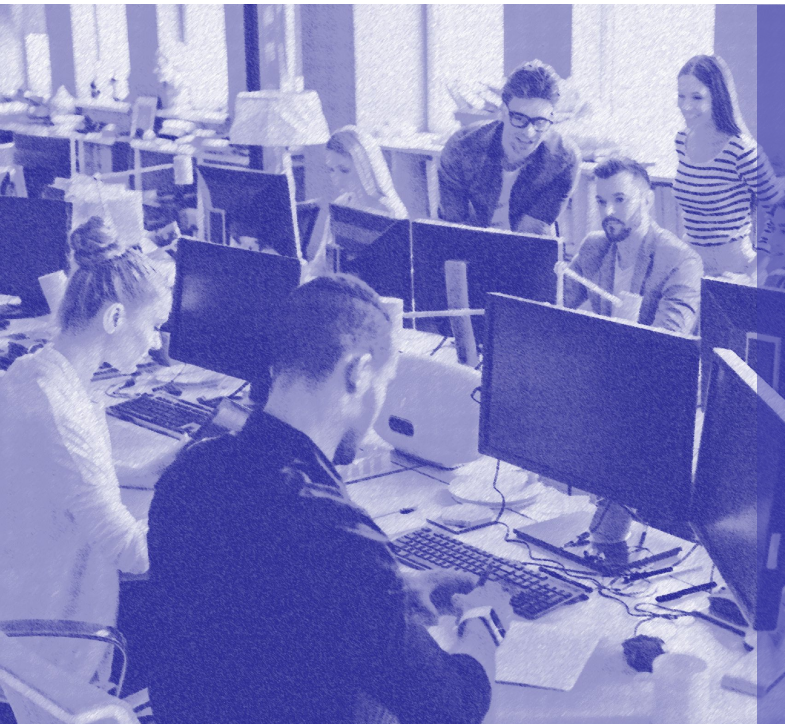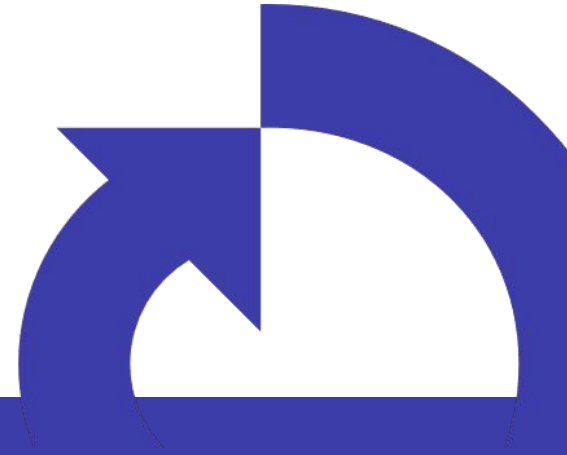
OUR GOALS

1. To explore the use of serious games and gamification in work-related contexts such as onboarding, guidance, simulations and staff training.

2. To demonstrate practical tools and platforms through hands-on testing.

3. To inspire small and micro-entrepreneurs—as well as anyone interested in entrepreneurship, wellbeing at work, and technology—to use gamified solutions for development and learning.

4. To offer participants the opportunity to earn 1 ECTS credit from SAMK's Open UAS course "The Human as a User of Technology", by completing an additional assignment.

COURSE DESCRIPTION

The session provides concrete examples of how organizations have utilized games for internal development and learning purposes. It's designed to be accessible regardless of industry background.

An optional course assignment can be completed for academic credit (1 ECTS) under SAMK's Open University of Applied Sciences offering (details shared during the workshop).

During the workshop, participants will get to test and explore various serious games and learning tools, including:

- **Wonda**
- **Thinglink**
- **Seppo.io**
- **Kahoot!**
- **Mentimeter**
- **Moodle H5P**

COURSE INFO

Location	**Satakunta University of Applied Sciences, Peliselli Satakunnankatu 23, Pori**
Date	**14.04.2025**
Time	**08:30-11:30**
Duration	**3 hours**
Cost	**Participation is fully funded by the European Union, within the framework of the Level Up project and EHEÄ project.**

Several trainers

- Sari Merilampi
  Adj. Prof. Chief Researcher, Researching principal lecturer, SAMK

- Kati Fager
  Level Up Expert, Prizztech / Robocoast EDIH

- Niina Holappa
  Project Manager at Prizztech Oy (EHEÄ Project representative)

- Saija Ketola,
  Game Development Teacher, Sataedu

- Aku Koskinen
  Researcher, SAMK

- Mari Nylund
  Researcher, SAMK

Level Up

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