

# We Create Digital Games for Education!



## NEEDS ANALYSIS

based on both the teachers' and students' perceptions

[Access full need analysis report here!](#)

### ERASMUS+ Project

Within the ERASMUS+ project CDG4E (2017-1-MT01-KA201-026955) a Strategic Partnership encourages the use of innovative game-based learning methodologies for learning purposes.

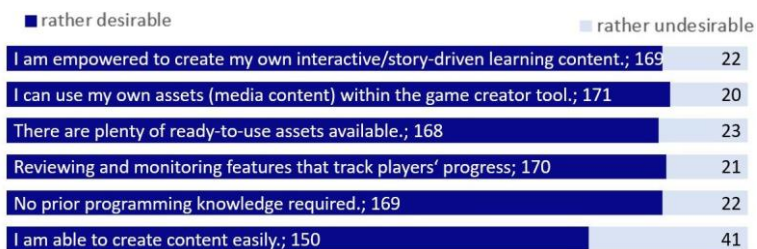
### Rational and Objectives

This synopsis highlights key results of the foundational need analysis of CDG4E. Based on this analysis, the partnership is developing a Game Creator Tool to enrich the educational toolbox of European educators.

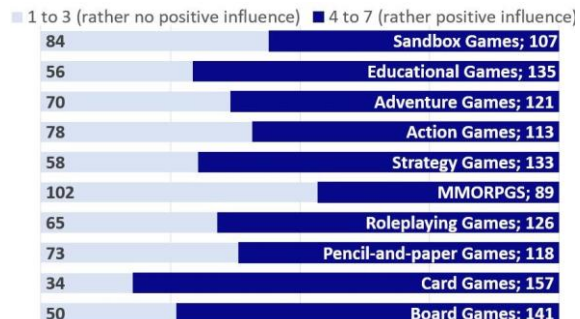
### Methodology

This analysis provides comparative results between teachers' and students' perspectives. Particular attention has been paid to different level of skills, experiences and competences of these target groups. The online questionnaire was built on concepts taken from the related literature. Overall, this analysis shows the perceptions of 191 participants (133 teachers vs. 58 students) mainly based in Austria, Luxembourg and Malta.

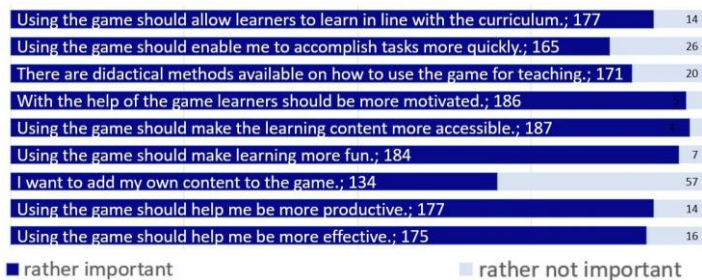
#### What functionalities of a game creator tool are desirable?



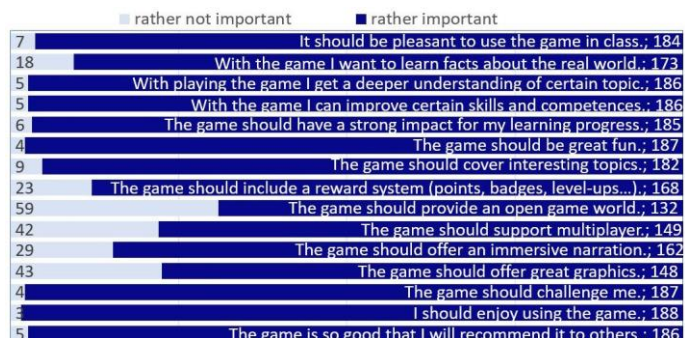
#### What types of game influence positively?



#### What makes a game useful for learning and/or teaching?



#### What should a game with educational value be/do?



### Project Partners



# Our Results

## CREATE DIGITAL GAMES FOR EDUCATION

1. Positive influence tends to dominate across different types of games. Card games and board games lead the top list.
2. Teachers and students tend to share the same perception regarding the positive influence of different types of games.
3. Most teachers and students tend to have less experience with game creation but high experience with content creation for education.
4. Great graphics are not necessary.
5. Learning skills and competences for life is important.
6. User friendliness and fun is a key.