

Module 5.2 Learning Objectives

Upon completing this module, the learner will be able to:

- ❖ Define what game-based learning is and the role of digital tools within it
- ❖ Comprehend how game-based learners suits the characteristics of adult learners
- ❖ Recognise the advantages and criticism of game-based learning
- ❖ Recognise the expectation of gamification v reality of using it when educating adults
- ❖ Demonstrate an understanding of which games are appropriate to use with adult learners