



**Strengthening Gamified Digital Learning for Learners and
VET personnel in Professional Driver Training**

GLE Instructional Overview – Route Runner

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Introduction:

In Route Runner, two teams compete to reach the other side of the board as fast as possible. The teams win tiles through challenges, consisting of multiple-choice quizzes, debates and problem-solving questions. Route Runner can be played throughout a whole training day, motivating players to stay focused on the learning to get ahead of the other team. The GLE is very customizable for trainers, allowing them to tailor it to their training specifics.

Estimated Playtime:

- 2-10min/session (depending on challenge)
- 30-80min/full game (trainer adapted)

Purpose: Provide an exciting GLE that can be used continuously throughout the training day.

Intended Effect: Increase focus on the training, increased socializing between learners.

Benefits for Trainers:

1. Customizable content into submodules (see below)
2. Controllable game length and structure

Best Time to Use:

A couple of sessions at a time, between topics, throughout the day. If played in a single sitting, it is recommended towards the end of the day.

Session Structure:

Designed to be played throughout the day but can be played in a single sitting.

Preparation of the session:

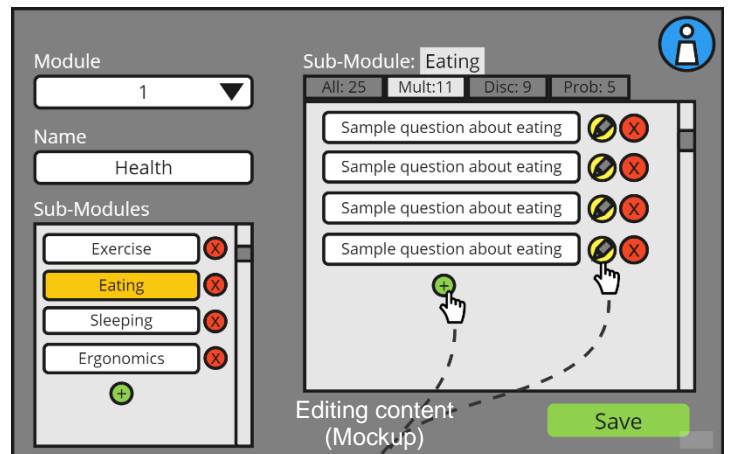
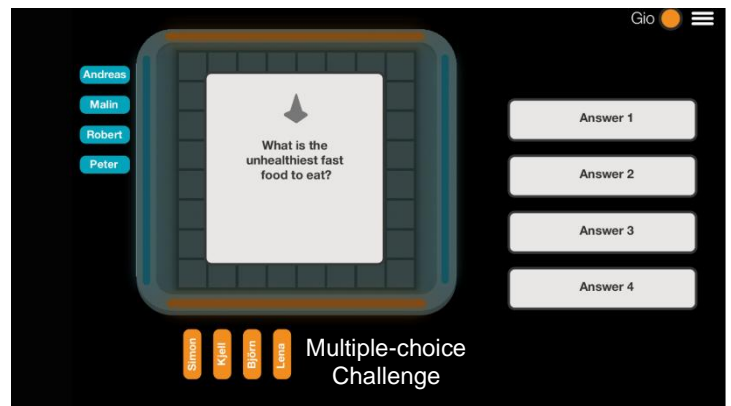
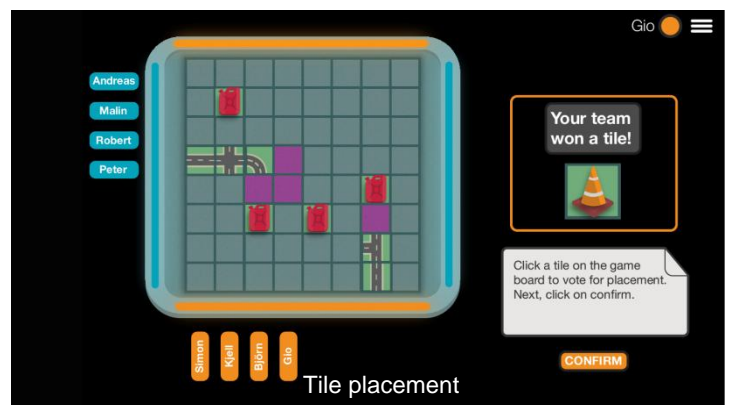
The trainers log in to the game hub, where they can get an overview of the content available, edit it or create their own (see bottom image). In Route Runner, the content can also be separated into submodules. This makes it easy for trainers to plan out sessions of gameplay tied to a topic. A trainer can, for example, lecture a while on eating habits, then turn to the game to provide challenges on the eating habits submodule. A trainer can adapt the playtime with the different challenges:

- Multiple-choice challenges for shorter games
- Problem-solving questions for deeper discussions

This can be planned beforehand or adapted during the day.

How to run the session:

During a session, the trainer decides the type of challenge and the content of the challenge. The learners then compete for a tile placement. After placement, the trainer can either continue with another challenge, or return to lecturing on a new topic. This provides the trainer with full control over how long they want the GLE to go on for, and what content it includes.



<https://games.gamingdrv.com/admin/>