

# ARE YOU A HUMANITARIAN WORKER BASED IN JORDAN? ARE YOU CURIOUS ABOUT GAMES-BASED LEARNING?

Lessons Learned Simulations and Training, CRISP, and Save the Children are excited to announce a series of free, participatory training sessions in simulation game development for humanitarian workers based in Jordan.

Games-based learning is a cutting-edge active teaching methodology adopted by Save the Children, UNHCR, the IFRC, Global Affairs Canada, and other influential humanitarian organizations. This is a great opportunity to stay up to date on the latest innovation in teaching and learning.

## INTRODUCTORY 1-HOUR WEBINARS

The first events are open-access webinars introducing participants to the basics of games-based learning. These sessions are offered in English and Arabic, and will cover:

- What are serious games?
- How are serious games useful in humanitarian contexts?
- How can I use serious games in my own work?

## I'M HOOKED. WHAT'S NEXT?

In addition to providing an introduction to games-based learning, these webinars will introduce the second phase of this series: a free online workshop on learning game development!

During those workshops you will have the chance to develop your own learning game which fits exactly to your organisation's needs.

If you enjoy the one-hour webinars and would like to further develop your skills in games-based learning, you will have the option to apply for these online workshops.

During the workshops you will receive 10 hours of online training. Through support from games-based learning professionals you will then develop and run your own learning game designs. At the end of the workshop, you will have created your own tailor-made simulation game designs which meet your organisation's training needs.

The workshops will run over 6 months: 5 weeks of online sessions + 4 months of development support. They will start in early January 2021. Application will be competitive.

Participants who complete the training will receive certificates issued by LLST, Save the Children, and CRISP.

## I'M INTERESTED, BUT THE FULL WORKSHOP IS MORE THAN I CAN COMMIT TO.

That is no problem. If you decide that the one-hour introductory webinar is enough for you, there is no obligation to register in the workshops.

Register on our mailing list for more information and to keep up to date on other games-based learning opportunities!



## DATES:

-Wed Dec 2 (English), 5pm

[REGISTER BY Nov 26](#)

-Mon Dec 7 (Arabic), 5pm

[REGISTER BY Dec 1](#)

-Thurs Dec 10 (English), 12 noon

[REGISTER BY Dec 3](#)

-Tues Dec 15 (Arabic), 12 noon

[REGISTER BY Dec 8](#)

## TIME: 1 HOUR

- Each webinar will be followed by an optional opportunity to take part in a serious learning game. These learning games will take an additional hour.

## REGISTRATION

Participants can register from here:

<https://llst.ca/games-based-learning-webinars/>

This project is possible through the generous support of Global Affairs Canada, the Inter-Council Network (ICN), and the Fund for Innovation and Transformation (FIT).

