

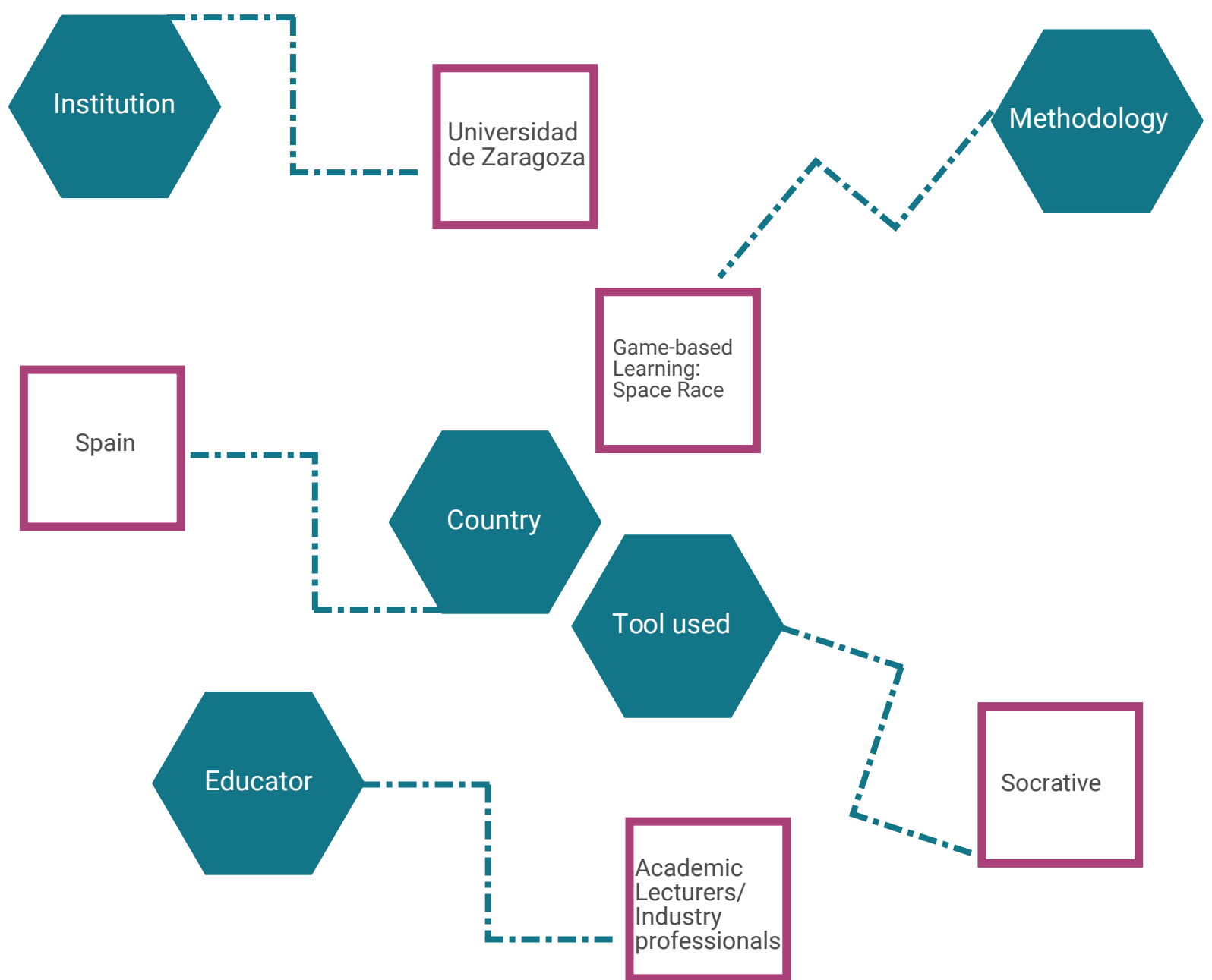
# SPACE RACE: GAME-BASED LEARNING AS EDUCATIONAL METHODOLOGY



Space Race is an interdisciplinary teaching experience based on Game-based Learning as an educational methodology complementary to the Flipped Classroom pedagogical approach in higher education. The tool used was the Space Race application integrated into the free Socrative software.

It has allowed the face-to-face classes to be energized, creating a relaxed atmosphere. The reflective and critical use of technological applications and mobile devices in the classroom has also been encouraged.

The use of the Space Race has increased the participation of students in the classroom, their motivation and interest, collaborating in the development of skills and abilities.



## Main challenge, Key Success and Enabling Factors

- The free version of the application does not allow to configure punctuation options or the time assigned to each question;
- The tool allows students/groups to choose a specific color for their own equipment or it can be randomly assigned;
- Mobile devices or the network itself can affect its effectiveness as assessment system;
- The free version only allows to compete between 20 students/groups, which is a limitation.

## Lessons Learnt and Recommendations

- Facilitates the resolution of doubts about the assigned tasks that have been developed independently by the students outside the classroom;
- Allows monitoring the subject (student feedback), as well as the evolution of the teaching learning process;
- Facilitates the continuous assessment and the verification of the progress of the students with respect to the subject;
- Gives fast and immediate information transmission through a game of competition.
- The dynamics generated in class invites the debate.



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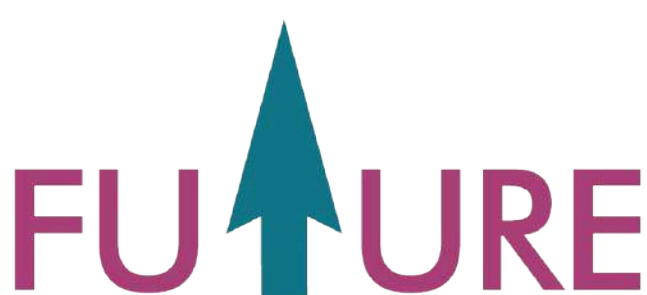
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