

Project mGBL mobile Game-Based Learning

Within the mobile Game-Based Learning project (mGBL) eleven partner organisations from Austria, Croatia, Great Britain, Italy, and Slovenia have joined forces to work on the development of a platform for the presentation of educational content in a playful and emotional way on mobile devices.

The biggest challenge within this project is to engage a diversity of audiences in the fields of career guidance, e-Health and e-Commerce in to the development of decision-making skills for use in critical situations. Building on the latest innovations in the field of m-learning (mobile learning) and on the latest research results from the field of didactics, new approaches to game-based learning are developed for use on mobile phones.

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