



AIESEP Special Interest Group

TGfU SIG 40th Anniversary Webinar Series

Using Technologies to Promote Game-Based Approaches: Specific Case Studies

This webinar is an opportunity to understand how technology can be used to promote Game-Based Approaches. The speakers will provide case study examples with videos to demonstrate how they have applied different technologies in their practice.

The 1- hour webinar consists of five components:

- Utilization as a tool for presenting learning activities
- Utilization as a tool to finding learning tasks- Kahoot
- Utilization as a problem-solving tool- Jamboard
- Utilization as a problem-solving tool- Hylable
- Utilization as a tool to collect the assessment information- e-Portfolio

Speakers



Dr. Naoki Suzuki
(Tokyo Gakugei
University, Japan)

Mr. Hiroyuki Ono
(Murakami Elementary
School, Japan)



Mr. Takuya Fujimoto
(Masago Elementary
School, Japan)

**Assistant Professor
Koji Ishii**
(Utsunomiya
University, Japan)



Date: 23rd April 2022

Time: 8am (EDT), 1pm (UK-BST), 9pm (JST)

Cost: Free

Duration: 1 hour

Capacity: 100 people

REGISTER NOW: <https://forms.gle/DaHY2N34YXCbFEJj9>

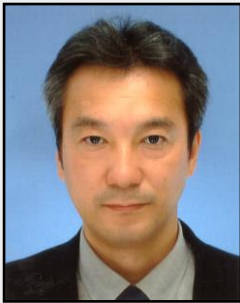


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Meet the Speakers



Dr. Naoki Suzuki completed his Ph.D. in 2007 on researching PE assessment at Tokyo Gakugei University in Japan. Prior to becoming a professor, he was an elementary school teacher for 9 years. His teaching and researching interests include PE and Teacher Training and the incorporation of ICT into PE.

Koji Ishii is an Assistant Professor at Utsunomiya University in Japan. He was an elementary school teacher in Tokyo, Japan for 16 years. He is interested in the seamless assessment of PE that connects homes and schools using ICT, and designing ball game lessons in PE. He has written extensively on these topics.



Hiroyuki Ono is a teacher at Murakami Elementary School in Japan. He received his Master's degree in 2004. He has conducted practical PE research in elementary schools including how to help children demonstrate their thinking ability and improve their skills. His interests lie in assessment methods incorporating ICT and on the development and effectiveness of e-assessment in PE.

Takuya Fujimoto is a teacher at Masago Elementary School, Japan. He received a Master's degree from Joetsu University of Education in 2016. His specialty is ball exercises- creating lessons encouraging learner enjoyment and the use of their skills. Currently, he is incorporating ICT in lessons, such as using a drone during games to analyze pupils' movements and promote tactical modification based on the drone footage.

