

news



Teaching Games for
Understanding

TGfU SIG Newsletter

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Next Major Event

TGfU Conference in Auckland
8-11 December 2024

Get in touch:

www.tgfu.info
tgfu.info@gmail.com
@TGfUInfo

This is the November 2023 newsletter of the TGfU Special Interest Group (SIG) keeping you connected with the developments in our field. The TGfU SIG is a globally representative group of associations and individuals committed to the promotion and dissemination of scholarly inquiry around ways of knowing, learning, and teaching through game-based approaches (GBAs).

TGfU SIG Executive:

Jeroen Koekoek
Aspasia Dania
Linda Griffin
Ellen Gambles
Jesse Rhoades
Roberto Sanchez Gomez
Shane Pill
Naoki Suzuki

Latest SIG Developments

Current Initiatives: We are currently in the process of updating our website and considering ways to increase our reach within education around the world. At present we have been discussing and finalising the upcoming Member's Only Section of the website and exploring professional development opportunities. For full details of our on-going work please watch our Town Hall Meeting from the 40th Anniversary Conference- available [here](#). We will also provide an update of further initiatives in our next newsletter.

AIESEP 2023 Conference in Chile

On the 4th July 2023, we had the opportunity to host a pre-conference symposium at the AIESEP Conference in Santiago, Chile- "Global perspectives and developments in Game-Based Approaches: Enhancing the games teaching practices of educators and coaches". The event was a success bring forth academics and practitioners from around the world which incorporated some oral and practical sessions. We would like to thank all the attendees and presenters for making this a positive event. Please click [here](#) to see our Chair, Jeroen Koekoek posted about the event



8th International TGfU Conference



Venue: The University of Auckland, New Zealand

Date: 8-11th December 2024

Website: <https://tgfu2024.blogs.auckland.ac.nz/>

"Innovation, inspiration, and inclusion in games-based teaching and coaching"

Over the course of this conference, we will delve deep into the innovative strategies, technologies, and methodologies that harness the intrinsic power of the game-based approach to enhance learning, skill development, and games education. Our program features a diverse array of speakers, interactive workshops, panel discussions, and research presentations, offering you opportunities to explore the latest trends, share insights, and network with like-minded professionals. Our theme captures the idea that we want to explore the concept in a broad way, and create a vibrant and rich opportunity to share, discuss, and experience the latest research and practices by examining past developments in teaching and coaching.

Whether you are a teacher, a sports coach, a curriculum designer, or simply curious about the intersection of play and learning, this conference promises to be a platform for inspiration, collaboration, and the exchange of ideas. Join us as we unlock the full potential of game-based teaching and coaching in shaping the future of education and sports development.

The conference is targeted at three key audiences: teachers, coaches and academics. The academic programme will be held over 3.5 days, with options for delegates to present oral presentations, workshops, posters and symposia. During the event we intend running a one-day series of workshops for teachers on one day, and another series for coaches on another day. We currently have committees established to explore what the nature and content of these days may look like so stay tuned for more information.

The venue will utilize the facilities at the University of Auckland (City campus). We anticipate our new Sport and Recreation stadium will be completed in August 2024, and our conference will be the first major event to use this facility.

At present the Call for Abstracts is planned to be opened at the end of January with the close at the end of May. Further details outlined on the "Call for abstract page".

The TGfU SIG looks forward to working with the organizing committee at the University of Auckland and we will provide you with more details over the coming months.

Social Media



The TGfU Sig have a monthly blog introduced in May 2019. Each month we have a guest blogger who writes a post: this can be about their research, any projects they are currently working on or any particular area of interest they may have in this field.

- **August 2023 blog** was by Sean Fullerton who discussed “Implementing a GBA-EForce Football”
- **September 2023 blog** was by Phil Kearney who discussed “Game-Based Approaches in Ireland: An interview with Master Adrian Byrne”.

To read these interesting contributions, check out <http://www.tgfu.info/blog>

We are currently looking for contributions to our guest blog for each month throughout 2023 and 2024. If you would be interested in sharing your research and/or practice, please contact Ellen at tgfu.info@gmail.com



With our aims of trying to increase our visibility and promotion of games-based approaches, the TGfU Sig has been wanting to engage with our community. We have become more active on our Twitter account, so please follow us and send us any interesting games-based approaches tweets.

Follow us: @TGfUInfo

You can add us as a friend:

<https://www.facebook.com/tgfu.teachinggamesforunderstanding>



Looking for more games-based approaches information on social media?

Check out: Nuevos modelos de enseñanza en Educación Física e iniciación deportiva (New approaches in Physical Education and sport pedagogy)

<https://www.facebook.com/nuevosmodeloseduccionfisica/>