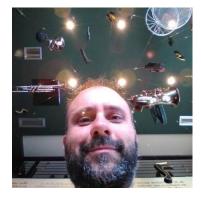# Using games & gaming culture for educational purposes

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In last ten years, there has been an explosion of games and gaming culture worldwide. Games became part of everyday lives, through e-sports, Pokémon's, mobile games and many other ways. But how much they changed education? And how can we use this phenomenon to enrich our teaching (and learning) potential? In this lecture, we will explore different approaches to using games in both formal and non-formal education, look at interesting examples and think about some of our ideas as well…

I'm Psychologist, Psychodrama Psychotherapist, Writer and Trainer but most importantly, I design games and love to play them. For more than three decades I've been playing all kinds of games – RPGs, computer games, board games, card games, miniature games… Recently I embarked on game design journey and it resulted in board game "TriP", made for education about Social Entrepreneurship. Today, I'm working on developing several games, both digital and tabletop.