EAIE
Esports as Accelerator for Social Inclusive Education

LESSON
WE WERE HERE

AUTHOR
MORTEN MØLLER FRYDENSBJERG
VUC STORSTRØM

WE WERE HERE

Students play We Were Here to develop communication, teamwork, and problem-solving skills.

Subject and level
Language class or to train communication and teamwork

Connection to curriculum

- Oral communication
- Active listening
- Collaboration and coordination
- Problem-solving under pressure

Didactic and pedagogic considerations
The game creates authentic communication challenges because players have different information and must describe complex ideas clearly.

Time estimate
90 minutes

Group size
2

Overall introduction to exercise
Students discuss what makes communication effective and ineffective before beginning the game.

WE WERE HERE

Exercise as presented to the students

- Solve puzzles together
- Describe symbols, objects, and environments clearly
- Listen carefully to your partner's instructions
- Escape the castle

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E-SPORT AS ACCELERATOR FOR SOCIAL INCLUSIVE EDUCATION

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