

Project Title : Developing Multidisciplinary and Multicultural Competences through Gamification and Challenge-based Collaborative Learning

Leading University : Hong Kong Baptist University

Participating UGC-funded University(ies) : City University of Hong Kong, The Chinese University of Hong Kong, The Hong Kong Polytechnic University

Project Leader(s) : Dr Eva WONG, Director, Centre for Holistic Teaching & Learning (CHTL), Hong Kong Baptist University

This proposal, Developing Multidisciplinary and Multicultural Competences through Gamification and Challenge-Based Collaborative Learning, is conceived from the important realisation that in the 21st Century, there is the need for all students to be globally educated and connected to friends, and colleagues locally and in different regions of the world. There is also the belief that long lasting interactions focused on solving common problems in the form of games amongst local and international students contributes to developing global perspectives. The project will create, pilot and document the impacts of technology enabled challenge-based learning on three outcomes:

1. Student aspirations, efficacy and confidence toward undertaking offshore learning experiences and understanding other cultures.
2. Key skills for a competent global workforce - critical thinking, collaboration, communication and creative problem solving.
3. Student engagement in designing international learning experiences.

Gamification is being recognised as a motivation element in engaging students in

active learning. Challenge-based learning is a new teaching model that incorporates the best aspects of problem-based learning, project-based learning, and contextual teaching and learning while focusing on current real world problems. The main goal of the project is to increase student capacities to live, work and contribute positively as members of global communities through global challenges with gamification.