



Erasmus+

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New European Framework for Game Development Education

European schools have designed a common framework aimed at strengthening international cooperation and knowledge sharing within the growing sector of Game Development

Teachers and administrators in Swedish, Danish, Icelandic, and Dutch secondary and tertiary schools have jointly created a framework for seeking to improve education within game development. The framework consists of guidelines spanning topics such as communication, equality, digital learning, and vocabulary, aiming to increase understanding and transnational mobility, as well as to increase gender equality within the field.

The project started in 2018 and is supported by the Erasmus+ European Union program for education, training, youth, and sport. During the project, partners have traveled to participating schools, learned about various teaching methods, respective game industries, and met with local students and game developers respectively.

On the importance of these meetings Max Friberg, a Swedish educator at Yrigo and project lead says, "To accurately form a set of useable guidelines and to have the ability to discuss our findings with educators and the industry at large was crucial."

The framework is available on the project's website www.gameeduc.org

The framework also features an open invitation to any school practicing game development to join the yearly international game development event, the "International Educations Game Jam" scheduled to take place in the Spring of 2022.

GameEduc is a two-year Erasmus+ funded project focusing on game education conducted by teachers and administrators from four European countries.

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