

Game Based Learning – Tools und Tipps

Tools

Typ	Tool	Link
Von Text zu Bild	Midjourney	https://runwayml.com/
	Stable Diffusion	https://stablediffusionweb.com/
	Genmo	https://www.genmo.ai/
	Runaway	https://runwayml.com/
Von Bild zu Video/Von Text zu Video	Runaway	https://runwayml.com/
	Genmo	https://www.genmo.ai/
Musik/Geräusche	Pixabay	https://pixabay.com/
	OER Tacks	https://www.orca.nrw/oer-support/oer-tracks
Texte: Skripte, Rätsel-Ideen, Geschichten	ChatGPT	https://chat.openai.com/
Tools für interaktive Rätsel	H5P	https://h5p.org/
	Interacty	https://interacty.me/de
Tools für interaktive/Rätsel-Touren	Actionbound	https://de.actionbound.com/
	Thinglink	https://www.thinglink.com/

Material & Tipps Net[t]working-Veranstaltung

Was	Link
Poster Escape Rooms in der Lehre	https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Escape_Rooms_in_der_Lehre_Poster.pdf
Poster Actionbound Interactive Story	https://zfw.rub.de/wp-content/uploads/2023/05/Networking-Actionbound_Poster.pdf

Poster “Digital Escapes. The Importance of Spatiality in Game Design”	https://zfw.rub.de/wp-content/uploads/2023/05/DigitalEscapes_Poster_Networking_20231018.pdf
Präsentation Making-of Epic Fails	https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Making-of_Epic_Fails_Praesentation.pdf
Präsentation Einführung Game Based Learning	https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Praesentation_November_2023-neu.pdf

Freies Material zu Escape Rooms in der Lehre

Was	Link
Kurs “Digital Escapes. The Importance of Spatiality in Game Design”	https://open.ruhr-uni-bochum.de/lernangebot/digital-escapes-importance-spatiality-game-design
Kurs “Online Escape Room Mittelalter”	https://open.ruhr-uni-bochum.de/lernangebot/online-escape-room-mittelalter
Kurs “INTERdisciPLAYnarity”	https://open.ruhr-uni-bochum.de/lernangebot/interdisciplanarity
Leitfaden zur Entwicklung digitaler Escape Games für die (Hochschul-)Lehre	https://www.twillo.de/edu-sharing/components/render/b2068394-ebar-41b3-9481-805325863450
LEHRELADEN-Text zu Game Based Learning/Gamification	https://lehreladen.rub.de/e-learning-technik-in-der-lehre/game-based-learning/
Open Text Book “Game Based and Adaptive Learning Strategies”	https://open.umn.edu/opentextbooks/textbooks/game-based-and-adaptive-learning-strategies