**Template ICAB 2025**

**Title Ludodidactics: learning design for didacticians**

Short description of the workshop (100-150 words)

Ludodidactics invites you to reimagine your teaching through the lens of a game designer. This isn’t about turning every lesson into a game or gamifying your entire curriculum. Instead, it’s about crafting learning experiences that captivate and engage. Drawing inspiration from game design, we’ll explore strategies to deeply motivate your students, deliver impactful feedback, and shift the dynamic so that your students—not you—are doing the heaviest lifting in the classroom. In this workshop, you’ll get an exciting introduction to these transformative techniques. Like all meaningful skills, it’s not about quick tricks—it’s about mastery. Let’s take that first step together and unlock the possibilities of what your teaching can become.

**Speaker: Willem Jan Renger & Evert Hoogendoorn**

Short introduction about the speaker (50-75 words)

Both speakers have a long history in education. Willem-Jan started as a geography teacher in secondary school, Evert as a language teacher in primary school. They found each other in a shared mission to develop Ludodidactics when they were both leading game design courses at Utrecht School of the Arts. Since then, they have been designing games and education together, continuously developing the Ludodidactics methodology.

Workshops will be scheduled in 60 minute timeslots

Workshop language = English