**Turning abstract learning topics into fun 3D applications using game based learning.**

This workshop will cover how we turned abstract topics like molecule design or dental prosthesis into fun 3D simulations using game based learning. I’ll talk about best practices in the design of such an application (both VR and non-VR), how and when to use gamification and eventually how to implement the tool in your curriculum.

**Speaker**

My name is Sven Graindor and have around 10 years of experience in game design and development. For 5 years now, I’m the project manager and game designer at the XR lab of the KULEUVEN Biomedical Group where we develop simulations for our students from our 3 faculties.

Workshop language = English