Nombre del curso	Gamificación en STEM
Nombre profesor encargado	Roberto Araya
Créditos (equivalente SCT)	3 créditos
Descripción del curso	El participante conocerá diferentes estrategias de gamificación y cómo medir impactos en aprendizajes de estudiantes y en prácticas docentes con Estudios Controlados Aleatorizados.
Objetivos	● Comprender el rol del juego en el aprendizaje ● Diferenciar entre juego libre y juegos guiados ● Conocer diferentes tipos de juegos: individuales, de a pares, entre equipos y entre cursos ● Conocer ventajas y requerimientos de uso de tecnología para juegos ● Diseñar e implementar mediciones de impacto con estudios controlados aleatorizados clusterizados ● Medir efecto en prácticas docentes
Contenidos	El juego en el desarrollo cognitivo y emocional en animales y humanos El juego libre versus el juego guiado con reglas definidas Juegos de tablero para la enseñanza de matemáticas Juegos de tablero para enseñanza de Física Juegos de tablero para enseñanza de Física Juegos de tablero para enseñanza de Biología Juegos de tablero para enseñanza de Ciencias Sociales y Economía Juegos individuales, de a pares, entre equipos y entre cursos Juegos con uso de plataformas tecnológicas Evaluación de impacto con ensayos controlados aleatorizados clusterizados Efecto de mecanismos motivacionales Efecto en las prácticas docentes
Requisitos	Curso sin requisitos previos
Horario	Por definir
Profesores participantes	Roberto Araya Schulz
Modalidad de evaluación	● Proyecto
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