

# **STEAMTeach Workshop: User-generated Microgames for Supporting STEAM Learning**

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STEAM education is becoming increasingly important in the last decades. There are various approaches to practice STEAM learning, and the one possible way is to utilise user-generated microgames. Therefore, the main aim of this workshop is to introduce participants with user-generated microgames and its potential applications on STEAM learning. In the workshop, we will:

1. Present the concepts of user-generated microgames and microgame-based learning
2. Train participants in selecting appropriate user-generated microgames on GeoGebra
3. Train participants on how to integrate user-generated microgames into their STEAM teaching and learning practices
4. Discuss further opportunities and challenges in integrating user-generated microgames into STEAM teaching and learning practices

**Keywords:** *User-generated Microgames, Game-based Learning, STEAM Learning*

**Time:** *45 minutes*