

Workshop on Game-based Learning for Higher Education  
The 7th PSU Education Conference on  
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This workshop aims (a) to share the experience of using learning games in higher education, (b) to review the learning game design process in Thailand and (c) to develop the future collaboration in design and applying learning games in universities. The workshop will start by presenting the concepts of using learning games in Higher Education in Thailand, especially the focus in active learning style of our new generation. This lecture will take around 20 minutes, before moving to have the direct experiences from playing learning games; developed in Thai Universities. The six learning games, developed for different courses in some selected universities will be presented and tested, within an hour. These learning games cover wide ranges of disciplines and learning objectives from general education, like citizenship, to some specific issues, like the control of dengue fever, from natural resource management to medicines. After experiences learning game session, the design process of each leaning game will be reviewed, with the aim to motivate the wider uses of learning game in higher education. The workshop will be ended by presenting the opportunity for collaboration among universities within the south-east Asian and other countries.