



## GAMELET Gamified media-based Training of Reading Fluency

<b>Friday 4<sup>th</sup> June - Day 1</b>		
<b>16:00-16:10</b>	Welcoming-Introduction	
<b>16:10-17:30</b>	Presentation of the Multilingual Readers' Theatre: Promoting Reading Fluency in a Multilingual Environment	<b>Ute Massler</b> <i>(University of Education, Weingarten)</i>
<b>17:30-17:45</b>	Break	
<b>17:45-18:15</b>	Introduction to gamification in digital environments	<b>Wolfgang Mueller and Susanne Haake</b> <i>(University of Education, Weingarten)</i>
<b>18:15-18:30</b>	Reflection – Closing	
<b>Saturday 5<sup>th</sup> June - Day 2</b>		
<b>9:00-9:15</b>	Review of Day 1	
<b>9:15-10:15</b>	Developing GameLet – a gamification process	<b>Irene Temete</b> <i>(Ministry of Education, Culture, Sport and Youth)</i> <b>Stalo Neophytou</b> <i>(Open University of Cyprus)</i>
<b>10:15-10:30</b>	Break	
<b>10:30-12:15</b>	Playing the game	<b>Stalo Neophytou</b> <i>(Open University of Cyprus)</i> <b>Sotiris Karmiotis, Irene Temete</b> <b>Georgia Lardou</b> <i>(Ministry of Education, Culture, Sport and Youth)</i>
<b>12:15-12:30</b>	Reflection – Closing	<b>Sophie Ioannou Georgiou</b> <i>(Ministry of Education, Culture, Sport and Youth)</i>